

\$5.95

THE ANIME MODEL AND GAME MAGAZINE

# MECHA PRESS

• MODEL & MINIATURE REVIEWS

• JOVIAN CHRONICLES

• BATTLETECH: SHIELD RULES

• MECHWARRIOR II

• MOBILE SUIT MEKTON

*New Type*  
Hobbies and Toys

10

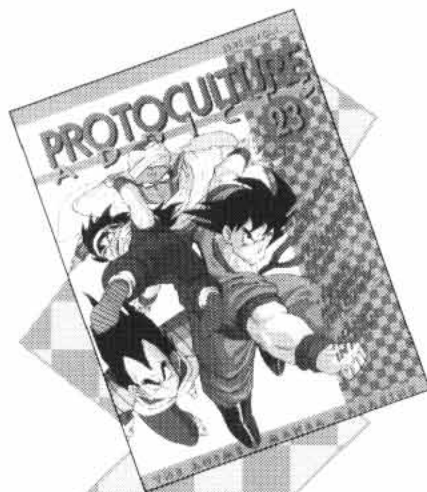
• AURA BATTLER DUNBINE

• GUNDAM 0083 EPISODES 5-8

• MORE MECHA GAMES



# IANUS PUBLICATIONS PRODUCTS



- |  |                |                      |
|--|----------------|----------------------|
| <input type="radio"/> Anime Shower Special                             | #2             | \$3.25 US/\$3.75 Can |
| <input type="radio"/> Anime Shower Special                             | #3             | \$4.50 US/Can        |
| <input type="radio"/> Mecha•Press                                      | #0             | \$6.00 US/Can        |
| <input type="radio"/> Mecha•Press                                      | #6             | \$4.95 US/\$5.50 Can |
| <input type="radio"/> Mecha•Press                                      | #7             | \$5.50 US/Can        |
| <input type="radio"/> Mecha•Press                                      | #8-9           | \$5.95 US/Can        |
| <input type="radio"/> Poster-Zine (Akira)                              | #1             | \$3.95 US/\$4.50 Can |
| <input type="radio"/> Protoculture Addicts                             | #1-9,12,14 ea. | \$10.00 US/Can       |
| <input type="radio"/> Protoculture Addicts                             | #10-11 ea.     | \$2.50 US/\$2.95 Can |
| <input type="radio"/> Protoculture Addicts                             | #15            | \$2.95 US/\$3.50 Can |
| <input type="radio"/> Protoculture Addicts                             | #16-21 ea.     | \$3.50 US/\$3.95 Can |
| <input type="radio"/> Protoculture Addicts                             | #22-23         | \$3.95 US/Can        |
| <input type="radio"/> Anime tour '93 Buttons (PA) each                 |                | \$3.00 US/Can        |
| <input type="radio"/> Anime tour '93 Buttons (PA) set of 3             |                | \$6.00 US/Can        |
| <input type="radio"/> Survival of the Fittest (Cyberpunk - 32 pgs)     |                | \$8.95 US/Can        |
| <input type="radio"/> Media Junkie 1 (Cyberpunk - 40 pgs)              |                | \$9.95 US/Can        |
| <input type="radio"/> King of the Concrete Jungle (Cyberpunk - 40 pgs) |                | \$9.95 US/Can        |
| <input type="radio"/> Jovian Chronicles (Mekton - 112 pgs)             |                | \$15.95 US/Can       |

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

TOTAL order: \_\_\_\_\_

Canadian residents must Add GST -(7%)- For Shipping add per title: 1.00\$ in USA, 0.75\$ in Can, 2.00\$ US overseas.  
Checks or Money-Orders must be drawn to Ianus Publications, Inc.

**IANUS PUBLICATIONS**  
2360, de LaSalle Ave, #211, Montréal, Qc., Canada, H1V 2L1

# S T A F F

**Publisher/Art Director**  
Pierre Duelllette

**Editor-in-chief**  
Marc-Alexandre Vézina

**Production Staff**  
Dominique Durocher .. Illustrator/Modeler/Writer  
John Moscato .. Illustrator/Modeler  
Martin Duelllette .. Writer/Modeler  
Alexandre Racine .. Illustrator  
Marc-Alex Vézina .. Writer/Modeler

**Contributors**  
Nikolai Lokteff .. Illustrator  
Robyn Paterson .. Writer  
Seventh Street Game Staff .. Writer  
Stephen Bierce .. Writer  
Stéphane Matis .. Writer

**Layout**  
Jeff Fortier  
Benoit Miller

**Proofreading**  
Jean Carrières, Judith Lanouette  
Jimmy Mah,

**Translators**  
Miyako Graham, Daishi Saeki

**Administration**  
Rert Dubois (Advertising)  
Claude J. Pelletier (Distribution)

**Linotronic/Color Separation**  
Typo Express, Inc

**Printing**  
Payette & Simms, Inc

## SUBSCRIPTION

(6 issues): \$36 US, \$38.52 Can (GST included),  
or \$42 US overseas. Check or money-order must  
be drawn to IANUS Publications.

For a sample copy send \$6.75 US, \$6.95 Can  
(GST included), or \$8.50 US overseas  
(Postage & Handling included).



**IANUS PUBLICATIONS**  
2360, de LaSalle Ave. #211,  
Montréal, Qc., Canada, H1V 2L1

## SPECIAL THANKS

Jeffrey Tom .. (NEW TYPE Hobbies and Toys)  
Dave Georgeson .. (Seventh Street Games)  
Dany Gagnon .. (LE VALET D'COEUR)  
Mike Pondsmith .. (R. Talsorian Games)  
John O'Donnell .. (U.S. Manga Corps)  
Scott Jenkins .. (FASA Corporation)  
Kevin Seymour .. (US Renditions)  
Seiji Horibuchi .. (Viz Comics)  
Janice Hindle .. (AnimEigo)  
Nobuo Masuda .. (Sunrise)  
Jack Van Schalk .. (Rafm)

# C O N T E N T S

## EDITORIAL

WHEN THE GOING GETS TOUGH... 4

## THIS MONTH

WHAT'S AURA BTLER DUNBINE? 5

## MECHA-PRESS NEWS

## AURA BATTLER DUNBINE

AURA BATTLER OVERVIEW 8  
DUNBINE DICTIONARY 8  
AURA BATTLER DUNBINE OVA 9  
AURA BATTLER DUNBINE CHARACTERS 10  
AURA BATTLER TECHNOLOGY 11

## MECHA FILE

AURA BATTLER DUNBINE MECHA 11

## MECHA MODELS

DETAILING NECK UNIT 20  
HEAVY GEAR 25  
SO YOU CAN'T AFFORD BANDAI 26

## MECHA SYNOPSIS

GUNDAM 0083 EPS 5-8 21

## MECHA GAMES

JOVIAN CHRONICLES INTRODUCTION 30  
BATTLETECH: SHIELD RULES 32  
MOBILE SUIT MEKTON 34  
TECHNICAL READOUT: WATCHMAN II 36  
ADAPTATION FOR MEKTON: RX-78 GUNDAM 37  
MECHA!™ 2ND EDITION PLAYTEST RULES 38  
ADAPTATION FOR MECHA!™: XAMEL 41

MECHA-PRESS N 10 November/December 1993. The mecha/gaming magazine. Published bi-monthly by IANUS PUBLICATIONS, 2360 de LaSalle Ave studio #211, Montreal, Quebec, Canada H1V 2L1. Tel.: (514) 899-5929 Fax: (514) 254-4981

Mecha-Press is ©1993 by IANUS PUBLICATIONS. The copyrights and trademarks mentioned herein are the property of their respective owners. Mecha-Press acknowledges the creators and copyrights holders of the materials mentioned or pictured herein, and does not seek to infringe on their rights. All rights to articles/artwork revert to their respective writers/artists upon publication. Contributors are responsible for their views which are not necessarily those of Mecha-Press. No part of this magazine can be reproduced without permission from the publisher, except for review purposes.

Legal deposit at the National Library of Quebec  
Legal deposit at the National Library of Canada

ISSN 1183-5443

Printed in Canada



## WHEN THE GOING GETS TOUGH...

### ...THE TOUGH GETS GOING

You are holding in your hands the very last issue of Mecha-Press.

Before sending the whole staff of the magazine to the guillotine ("off with their heads!"), let me reassure you. In January, you will still find a mecha gaming and modeling magazine at your favorite store. Confused?

Starting January 1994, Mecha Press will be replaced by Mecha Gear, a new magazine which will cater to the same public in much the same way. Then where's the change, you ask?

Mecha Press has seen almost two years of publication, or 10 issues. Although it was first published for the mecha gaming and modeling enthusiast, it quickly slipped to an animation magazine format. Halfway between two groups, the animation lovers and the gamers/modelers crowd, the magazine was a jack-of-all-trade and master of none. The final blow came during the conventions of summer '93 (Anime America, Anime Expo and GenCon '93), where anime fans told us they were displeased and the gaming/modeling crowd told us they loved our work. We felt it was time to bring the magazine back on track, and, at the same time, polish its public image.

Why eliminate issue 11 and 12 of Mecha Press? Simply to give us time to prepare a new look and plan the content so there won't be any more delays. The material of these two issues is not lost, of course; it is just reported. Mecha Press subscribers will not be affected as they will receive Mecha Gear instead.

Will there be major changes in Mecha Gear? No. You'll still find gaming and modeling articles, but new games will be added to the roster. You'll still find modeling articles, but with more "how to" on every kind of models, including gaming miniatures. You'll still find some mecha anime material, but more oriented toward gaming and modeling: more technical stats and less critics and in-dept examinations. All in all, more mecha and mechanized science-fiction material coming your way.

Animation lovers don't have to feel cheated: most of the displaced material will find its way to the pages of our sister publication, Protoculture Addicts.

And to all of those who kept having faith in us: thanks. We just can't make it without you. See you all in 60 days!

*Marc-Alexandre Vézina*

### CREDITS • COPYRIGHTS

**BATTLETECH** is © & © 1988/93 FASA Corporation. All Rights reserved.

**CYBERPUNK 2.0.2.0.** and **MAXIMUM METAL** © & ™ 1993 R. Talsorian Games, Inc. All Rights Reserved.

**JOVIAN CHRONICLES** © 1993 Ianus Publications. All Rights Reserved.

**GUNDAM** © Sunrise. Gundam models are produced by Bandai and Academy.

**MECHAI™ & COMBAT!** © & © 1991 by Seventh Street Games. Figurines are made by RAFM.

**MECHWARRIOR II** © Activision.

**MEKTON II & MEKTON EMPIRE** © Mike Pondsmith, 1990 and ™ R. Talsorian Games, Inc. Figurines are made by RAFM.

**MOSPEADA** © 1983 Tatsunoko Production Co., Ltd. Legloss "Tread" Bomber garage kit is produced by Mono Craft.

**RIFTS** © 1990 by Kevin Siembieda. Published by Palladium Books. Figurines are made by RAFM.

**SILENT DEATH** © 1990 by Iron Crown Enterprises. All rights reserved. Figurines are made by RAFM.

### COVER ART

Alexandre Racine (art)

Dominique Durocher (colors)

### TECHNICAL DRAWINGS

Dominique Durocher 12-20, 36-37, 41

Marc-Alexandre Vézina 36

### ILLUSTRATIONS

Dominique Durocher 4, 13-17

Nikolai Lokteff 38-40

John Moscato 13-17, 30-31

### OTHER ILLUSTRATIONS FROM:

**AURA BATTLER DUNBINE**  
(ROMAN ALBUM EXTRA 62): 4-5, 17, 32-33,  
43-55, 69, 105, 126, ..... 3, 5, 8-11

**AURA BATTLER: AURA PHANTASM** (B-Club  
Special): 53, 55, 8, ..... 18-19

**AURA BATTLER 2: NEO BYSTONWELL**  
STORY (B-Club Special): 1, 108 ..... 9

**COMSTAR, BATTLETECH SOURCEBOOK**  
(#1655): 5 ..... 32

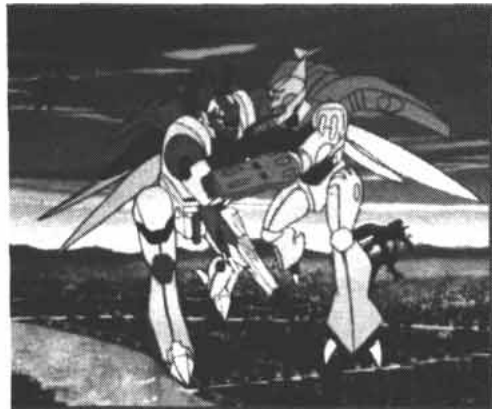
**Z GUNDAM MECHANICAL EDITION 1** 100%  
NewType Coll.: 20 ..... 34

All other illustrations comes from promotional artwork, cover art or directly from the animation (video grab).



# WHAT'S AURA BATTLER DUNBINE

by Martin Ouellette



Contrary to the North American Japanese animation fans' belief, "AURA BATTLER DUNBINE" did not begin as an animation. It was a novel! Titled "Wings of Lin", it was written by Yoshiyuki Tomino (the creator of **MOBILE SUIT GUNDAM**) and was, from its author's own admission, a kind of "fantasy/adventure" novel that resembled a weird **RECORD OF LODOSS WAR**. In the novel, the characters were quite different and there were no mecha at all! In fact, the only thing that influenced what was to become "AURA BATTLER DUNBINE" was that aura played a key role and the "Mi-Fellario" (a.k.a. "the little fairies") were part of the principal characters. The rest was heavily adapted for the animation.

The "fantasy/adventure" feel was not kept and the story, from what we were told, was radically changed. The introduction of the mecha (a request from Bandai, who was going to take care of the toy merchandising) caused, at first, some problems; their looks could not be mechanical because that would not have fit with the feel of the story. The designers consequently went for the "organic" look. This was a gamble since the machines that were popular at that time were extremely mechanical (**ARMORED TROOPERS VOTOMS**, **COMBAT ARMOR DOUGRAM**, etc) and had absolutely nothing to do with fantasy whatsoever. Luckily for the animation team, **DUNBINE** proved to be a lasting success, both in animation and merchandising: the line of plastic mecha models, although limited (17 models) was also quite a success (it was re-issued not long ago)

In 1987, a new OVA appeared. Taking place 500 years after the original series, the OVA was, design-wise, the realization of one person: Yuraka Izubuchi. Being part of the original series design team, Izubuchi's hands had been tied by the mechanical design constraint. Such was not the case with the OVA and it shows! The mecha are much more fantasy-like and the characters more or less gave birth to the ones Izubuchi created for **RECORD OF LODOSS WAR**. It is strongly suggested to ADGD players to try the "Aura Battlers" in their games, just to see the result! Swords and fantasy vs. mecha, that could be interesting.

## FASA CORPORATION NEWS



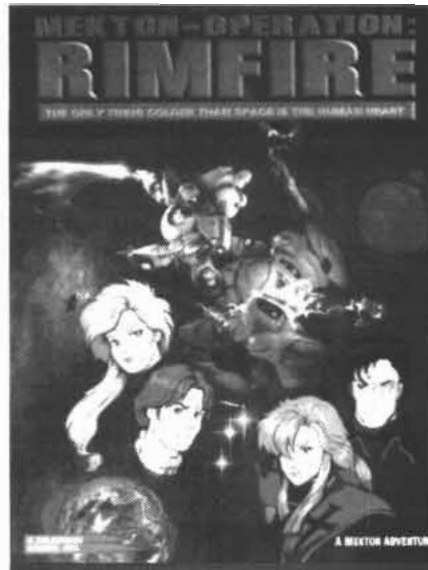
- **Mercenary Handbook 3055** is now available. It gives you the lowdown on the day-to-day operations of mercenary units in Battletech and Mechwarrior. The book also includes background information on five famous merc units, including Wolf's Dragoon and the Black Thorn. One of the authors is Stephane Maris, a regular Mecha-Press collaborator.
- **Days of Heroes** is a campaign pack providing the details of the battle for Glengary, allowing players to re-create the battles fought by Alex Carlyle in the Skye March Rebellion. It follows the events of the Blood of Heroes novel.
- The long-awaited **BattleSpace** has been released. It is the new system of aerospace combat in the 31st century, with rules for Dropship, Jumpship and Warship combat. Fully compatible with Battletech, this boxed game includes training scenarios, maps and rules for creating space fighters and transports.
- **Solaris: the Reaches** is a sourcebook for the seedier side of Solaris, where Mechwarriors test their skills and design teams put their newest creations to the test. Available late September.

## FEBRUARY 1994: MECHA PRESS IS SHIFTING INTO HIGH GEAR!

The September/October and November/December issues of Mecha Press have been cancelled to give us time to prepare the complete overhaul of your favorite mechanised gaming and modeling magazine.

Starting February 1994, the magazine will receive a new name: **MECHA GEAR**. This name better reflect its broader approach, where all games featuring giant walkers will be discussed and all science-fiction miniatures will have a home!

Mecha Press subscribers need not worry; their subscription will be carried over to **MECHA GEAR**. See you in three months!



## MEKTON NEWS

- At GenCon '93, R. Talsorian Games Inc. indicated that they are considering a third edition of the well-known Mekton role-playing game. Tentatively titled "Mekton Zeta", this new book will update and replace the Mekton II rulebook and the Roadstriker II supplement. A separate book will bring the Mekton Empire in line with the rest of RTG's Algol background.

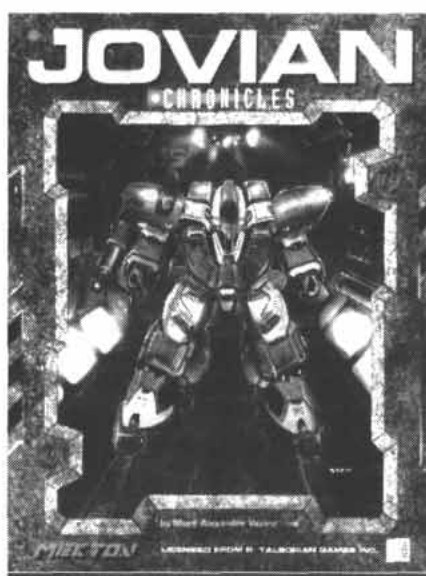
The core rules won't change but the presentation and organization will be improved. A simplified mecha construction toolkit will also speed up the mekton design process while remaining compatible with the Techbook.

RTG offered no actual release date, but would like to have the book ready by next summer.

- Operation Rimfire was a great success at GenCon '93. This epic adventure set in the world of Algol take the players through a wild ride on and off Algol itself, all the way to the far reach of the Algolian solar system.

The book includes ten pre-generated characters, nearly forty NPCs and nine new mekton and roadstriker designs. The Mekton II basic rules along with the Techbook are needed to play this 104-page campaign. Available now from R. Talsorian Games, Inc.





- The first Dream Pod 9 licensed Mekton sourcebook is now available. The Jovian Chronicles have received nothing but high praises since its GenCon release this summer. Turn to page 28 for more information on this new Mekton universe.
- The Europa Incident, the second book in the Jovian Chronicles line, has been slightly delayed. The book will include more information than planned and so took more time to do. New release date is expected to be around early November.

## FLASH NEWS

### FASA CORPORATION NEWS

- The **Medium OmniMechs Blueprint Set** has been canceled.
- **Blood of Heroes:** secessionist factions clamor for rebellion in the federated Commonwealth. The rebels trying to get a foothold on Glengary didn't expect the Gray Death Legion's newest members to rake matters into their own hands, however. Written by Andrew Keith.
- **Assumption of Risk:** Kai Allard-Liao is battling in the arenas of Solaris, but his uncle Tormana Liao has plans for him and the Capellan Confederation. Kai doesn't intend to play along, but he has one weakness: Dr. Deidre Lear! Written by Michael Stackpole.

## MECHA-PRESS NEWS

# MECHWARRIOR II

## MECHWARRIOR II: THE CLANS

The long-awaited sequel to Activision's *Mechwarrior* video game will soon be available. Titled *Mechwarrior II: the Clans*, this second incarnation is both faster and more detailed than the previous one.

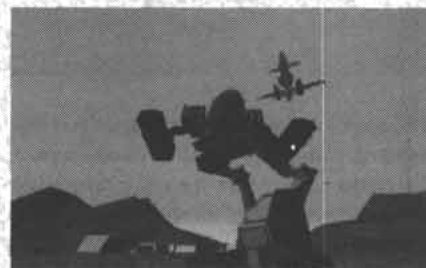
### KEY FEATURES INCLUDE:

- Live one-on-one action: hook-up via modem and fight OR work together in the co-operative mode.
- Texture-mapped 3D graphics with cutting edge 3D polygon technology.
- Realistic movement, with jump jets available.
- Day and night missions, in ice, desert, mountain and even urban landscapes.
- Variety of 'Mech designs to choose from — over 16 machines to alter and customise. Trade 'Mechs with other warriors. Add-ons disks available to bring even more amazing 'Mechs into your inventory.
- Extensive weaponry — over 40 offensive and defensive weapons to choose from to customize your 'Mech for every mission.
- Career or combat mode — a long and bloody career or jump right into combat for instant gratification.

Activision officials have confirmed the release in time for Christmas. The present suggested retail price is \$69.95.

Minimum system requirement: IBM compatible with hard drive, VGA only, 386 w/2 Meg RAM. Full game will probably be around 12-15 Meg.

From Activision





## AURA BATTLER DUNBINE OVERVIEW

by Martin Ouellette

It is said by many that the universe is a place of such complexity that our mere human mind can't really grasp all of its alternate roads and realities. To us, ordinary humans, the world as we know it is quite simply Earth. But couldn't there be a place where the physical and mental laws are different, an alternate world that would give a mere mortal the powers of a demigod?

Such a place exists, for it is known as "Byston Well". It is separated from us by a simple, ultimate experience: death! But for a short time, that barrier was opened and, to the misfortune of Byston Well, one of the first living humans to be brought to that peaceful resting place of the soul was Short Weapon, a robotics engineer.

The people of Byston Well have powerful auras. Influenced by the ruler of the small province of "A" named Drake Luft, a man of dark purposes and ambition, Weapon worked on a machine that would help Drake further his goals: to rule all of Byston Well! Drake would have succeeded if, on our world, a young motorcyclist named Sho Zama hadn't disappeared into thin air one night. The A-Fellario Silky Mau had opened the Aura road to bring him to Byston Well.

Sho became a "Holy Warrior", for living beings' auras are extremely powerful in Byston Well. It allows them to be excellent pilots for the Aura war machines created by Short Weapon. These machines, the Aura Battlers, look half humanoid/half insect, having great maneuverability and speed with weaponry far more powerful than anything ever created on our world.

Being bio-machines they are partly alive, being fed with the energy and will of their pilots. With such weapons, Drake begins his campaign of domination. At first, Sho serves under him, but when the "surface woman" Marvel Frozen tells Sho of Drake's evil, he switches sides to join the rebels who have decided to fight Drake to the bitter end. The war spreads over all Byston Well, forcing everyone to fight against or for Drake. The small rebel band soon finds powerful allies: Lav's King Phoezyon and later his granddaughter Queen Elle, Na's Ciela Rapana and even the leader of the A-Fellario, Jacoba Aon. So did Drake, gaining allies such as Ku's Dishot.

The fighting splits Byston Well in two and threatens its very foundation as the resting place of the soul. In a desperate attempt to save Byston Well, Jacoba sends all the Aura machines to Earth. Unfortunately, her act brings about an even more monstrous chaos. The difference in physics between the two worlds makes the Aura machines invulnerable on our world, even to nuclear weaponry. Seizing the opportunity, Drake sets out to conquer Earth, now helpless since a single Aura Battler can bring down more destruction than a nuclear attack. Sho and the rebels fight him with tooth and nails, suffering great hardships and enormous losses, but in the end, Good triumphs and Drake's plans are thwarted.

So both Byston Well and our world (known as "the surface" in Byston Well) are saved from Evil. The tale of that great war is recounted in AURA BATTLER DUNBINE.

## DUNBINE DICTIONARY

### AURA BATTLERS:

- The giant, humanoid war machines used in Byston Well. They are made of a mix of biological and mechanical parts (bio-mechanics) and are activated by their pilot's aura. They are usually armed with a sword and an assortment of aura-activated weaponry. Their size varies between 6.5 and 9.5 meters, and they weigh between 5 to 9.5 tons.

### BIO-MECHANICS:

- This is a term used for machines using biological components ("living" systems) as part of their system. In AURA BATTLER DUNBINE, the entire machine is biological, except for some minor systems.
- The mecha from FIVE STAR STORIES and the Invid from GENESIS CLIMBER MOSPEADA (ROBOTECH THE NEW GENERATION) are bio-mechanics.

### ENDOSKELETON:

- The interior structure of the Aura Battlers. It is made of an organic compound similar to chitin (insect armor) or carbon fiber.

### EXOSKELETON:

- This is the external structure and armor of the Aura Battlers.
- It is made, like the endoskeleton, of organic compound.

### MAUS:

- Artificial muscles used as articulation moving systems in the Aura Battlers. They act the same way as muscles, but are artificially grown for a specific purpose.

### AURA CAPACITOR:

- This is the power supply of the Aura Battler. It stores the raw aura energy and redistributes it as needed.

### AURA CONVERTER:

- This is the system that converts the aura energy of the Aura Battler's pilot into raw energy which is then stored in the aura capacitor. It is usually part of the thruster pack.

### AURA ENHANCER:

- This is the device that permits people with weak aura power to operate aura powered machinery as efficiently as someone with a powerful one. It absorbs some of the aura power present in the immediate surroundings of the machine, thus boosting the power available to the machine. The device cannot draw power outside the Aura Battler's natural "aura barrier" (20 to 30 feet around the machine). Without this limit, the machine would soon enter a "hyper-aura state".



## AURA INCREASER:

The aura increaser is a system that cancels the natural aura barrier. Since it is linked with the aura enhancer, it permits the machine to draw infinite quantities of energy from its surroundings. It is a very dangerous device.

## HYPER-AURA STATE:

The state into which the pilot's aura becomes too powerful for his machine to handle. The aura expands and expands (the machine also grows in size, becoming monstrously huge), producing an aura overload that rends both the machine and pilot apart.

## TALONS:

These are the claws of the Aura Battlers. They can be used as limited-range projectile weapons.

## AURA SHOT:

These are "aura cannons" that shoot raw aura energy as projectile. They are usually mounted in pairs.

## FLAME BOMB LAUNCHER:

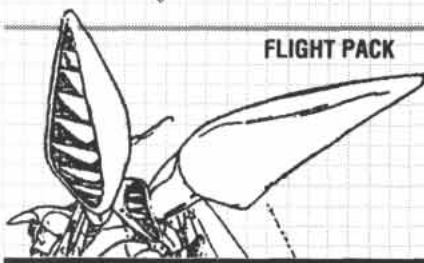
Just like the aura shot, the flame bomb uses raw aura energy, but in greater quantity.

## FLIGHT PACK:

This is the backpack thruster assembly of the Aura Battler.



MAUS



FLIGHT PACK

# AURA BATTLER DUNBINE OVA

**Now that's Imaginative! Bio-mecha that use the mystical aura of their pilot to power themselves! Even better, the mecha are actually alive, with flesh and blood, the only mechanical components being some control chips and sensors! We like it.**

The AURA BATTLER DUNBINE OVA is in many ways far superior to its TV counterpart. The animation is much smoother and the colors are much more realistic, but the most impressive part is certainly the "Aura Battlers" themselves. Forget the kiddy, cartoon look of the TV show. In the OVA, they look the way Aura Battlers should have looked from the beginning. They are much bigger, insectoid; they move the way that kind of machine would move and, in close-ups, you see every detail. They are actually covered with chiseled gold decorations, precious stones and other marvels of jewelry! And their colors are totally natural, with dark tones of brown, grey, green, and red that often turn to black. All those improvements give them that mystical appearance and aura that should have been theirs all along. In our pantheon of mecha masterpieces, they are shoulder to shoulder with FIVE STAR STORIES' Mortar Headds and the Mobile Suits of GUNDAM SENTINELS.

If you are an animation fan who dismisses mecha-oriented series because "It's all the same!" then you should watch the OVAs of AURA BATTLER DUNBINE. You'll see that there are mecha that are truly imaginative. To see it is to be converted!

Although the original AURA BATTLER DUNBINE TV series had met with relative success, some of the artists who had worked on it felt that it could have been done in a more artistic and realistic feel. One of those people was mecha/character designer Yutaka Izubuchi (RECORD OF LODOSS WAR, PATLABOR, NU GUNDAM: CHAR'S COUNTERATTACK). Having been under the obligation of doing the original designs to suit both Bandai's and the public's taste because of the merchandising that always follows a successful series, Izubuchi simply could not give life to the vision he had of the story. In 1987, he put out a book, named AURA PHANTASM. In it, Izubuchi allowed himself to let his imagination run wild. From the somehow cartoonish designs of the TV series, he created strange foreboding monsters that rendered the true nature of the Aura Battlers and showed the "aura" of mysticism that should have been theirs all along. These new, wild designs created a renewed interest for AURA BATTLER DUNBINE and an OVA following Izubuchi's vision was put in production.

Composed of three 50-minute episodes, this new part of the story, called AURA BATTLER DUNBINE: THE TALE OF NEO-BYSTON WELL, was under Izubuchi's personal direction and showed the world of Byston Well 500 years after the original series. As could be predicted, the difference between the two is rather important. First of all, the story is much shorter and is, sadly, not as interesting as the original one. Obviously, the characters have changed, but are still very reminiscent of the originals, especially the four principal ones: the two "good" characters are near clones of Sho Zama and Riml Luft, while the two "bad" are re-creations of Barn Bonnings (the Black Knight) and Jeril Coochibi. As a surprise, Shott Weapon, a character of the original series, is also part of the intrigue. It would not be surprising if those characters were the inspiration behind the ones Izubuchi designed for RECORD OF LODOSS WAR, an OVA series that went into production not long after the AURA BATTLER OVA.

As for the Aura Battlers themselves, Izubuchi took an interesting route. Instead of making them more advanced and mass-produced, he followed his story to the limit and put only three of them in the OVA. The Dunbine, renamed Sirbine, was slightly redesigned (for the better) and the Zwarth, renamed Zwauth, was made even more monstrous by the presence of a segmented tail and of enormous bat-like wings. The third Aura Battler is only seen for a few minutes and is not identifiable. Naturally, the three machines are rendered in the AURA PHANTASM's style, ornamented with chiseled gold decorations and precious stones. There was one drawback to this: the mecha just weren't fully animated so we have to settle for a rather limited animation, which is somehow sad, but does not make this animation any less enjoyable. An extraordinary effort by an outstanding artist, AURA BATTLER DUNBINE: THE TALE OF NEO-BYSTON WELL is the proof that artistry is still important in the animation industry.



## AURA BATTLER DUNBINE CHARACTERS

by Martin Ouellette

### SHO ZAMA

18 years old



One of the principal pawns in the war of Byston Well, Sho was brought over the aura barrier by the A-Fellario Silky Mau. She chose him because his aura was exceptionally powerful and his reflexes, finely tuned by years of motorcycling, were better than that of common people. At first, Sho served as Aura Battler pilot in the forces of Drake Luft. However, an encounter with Marvel Frozen, one of the anti-Drake forces' most active members, made him change his mind and switch sides. Since he was a test pilot for the Dunbine, Drake forces' latest Aura Battler design, he brought his machine with him thus giving the rebels a temporary edge. Sho has a love affair with Marvel Frozen, but both of them have a problem coming to terms with it. In the middle of the series, Sho gives Marvel the Dunbine and becomes the pilot of the Billbine, a machine custom-made for him.

### MARVEL FROZEN

19 years old



One of the first Holy Warriors brought to Byston Well, Marvel was also one of the first to join the anti-Drake forces of Nie Given and Ciela Rapana. The daughter of a Texan rancher, Marvel disappeared some time before Sho and, like him, preferred to side with the rebels. It is through her influence that Sho realized he was serving the wrong people. Although she loves him, Marvel will not say it out loud. At the beginning of the series, she pilots a Dana O'Shea, but soon switches to a Bozone. When Sho gets the Billbine, he gives her the Dunbine.

### CIELA RAPANA

17 years old



The young queen of the kingdom of Na, Ciela is one of the founders and principal force behind the anti-Drake rebels. Her kind features and beautiful green hair are a camouflage for a fiercely proud warrior who will not recoil from sacrificing herself or her best friends for the good of the cause. She is a good friend of Marvel and Sho, for whom she designed and built the Billbine. She shows courage to the very end.

### ELLE HUNN



Grand-daughter of King Phoezyon of Lao, Elle will become queen after the death of her grandfather during a battle against the Drake forces. A powerful aura psychic, she frequently has visions that help the opposition forces thwart the plans of Drake and win many battles.

### NIE GIVEN



The son of a noble overthrown by Drake Luft, Nie founded a small band of rebels to fight against him. As time went by, they were given much needed help by powerful allies, such as Na's Queen Ciela Rapana and Lao's King Phoezyon (and after his death, Queen Elle, his granddaughter). A courageous warrior who does not fear risking his life in daredevil plans, Nie also has a softer side, as he and Riml Luft (daughter of Drake) are infatuated with one another.



## CHUM HUAU



Chum is a Mi-Fellario. In our dimension, she would be called a fairy. Very small (6 or 7 inches tall) and unbelievably pretty, she's a good friend of Sho and follows him everywhere he goes. Although she's gentle, she has a temper and a tendency to physically show her displeasure to the people concerned. She has a very powerful aura and uses it to protect her friends whenever she can.

## RIML LUFT

17 years old



The daughter of Drake Luft, Riml is totally different from her treacherous and ambitious parents. Cheerful and innocent, she truly loves her father but just cannot stand her mother, whom she suspects to be King Bishot's lover. Riml does everything in her power to prove it to her father (who does not need proof, for he knows it to be true), something that will be fatal to her. Riml had a crush on Nie Given.

## BARN BONNINGS A.K.A. THE BLACK KNIGHT



At first, Bonnings was one of the most trusted lieutenants of Drake Luft. He trained Sho Zama into becoming an Aura Battler pilot. After Sho decides to switch sides, Bonnings pursues him with ferocity, for he considers him a traitor. Later, Sho shoots him down and it then turns into a matter of honor, something that makes up a great deal of Bonnings' personality. He then becomes the Black Knight, a dark figure who vows to destroy Sho Zama but only in Aura Battler against Aura Battler combat. At first, he pilots a Drumlo, then a Virunvee. He later gets a Leprechaun but after its destruction by Sho Zama, he is seen piloting a black Zwarth. Bonnings is the "Char Aznable" of Aura Battler Dunbine.

## SHOTT WEAPON



One of the first "living" persons brought to Byston Well, Shott Weapon was a robotics engineer when he was on the surface. When Drake learned of the opportunities the presence of such a man could give him, his ambitions flared up. Weapon started to work on machines capable of functioning with the energy of the pilot's aura. With time, he created the Aura Battlers, the ultimate aura machines. His last design is the Zwarth, one of the most powerful Aura Battlers on the battlefield. Very ambitious, Weapon will work to further the goals of only one person: himself!

## KEEN KISS

16 years old



One of Nie Given's best friends and a very active member of the anti-Drake forces. Despite being rather cute, Keen has a negative view of herself and that is reinforced by her negative attitude towards life. Although very courageous, Keen can lose her temper easily, something that often puts her into unnecessary danger. She pilots a red Botune Aura Battler.

## TODD GUINNESS



A young US Air Force pilot from Boston, Todd was brought to Byston Well at about the same time as Sho Zama. Like Sho, he was a Dunbine test pilot and later piloted a custom Aura Battler, the Wryneck. Rather innocent, Todd is used by both Drake Luft and Bishot Hatte.

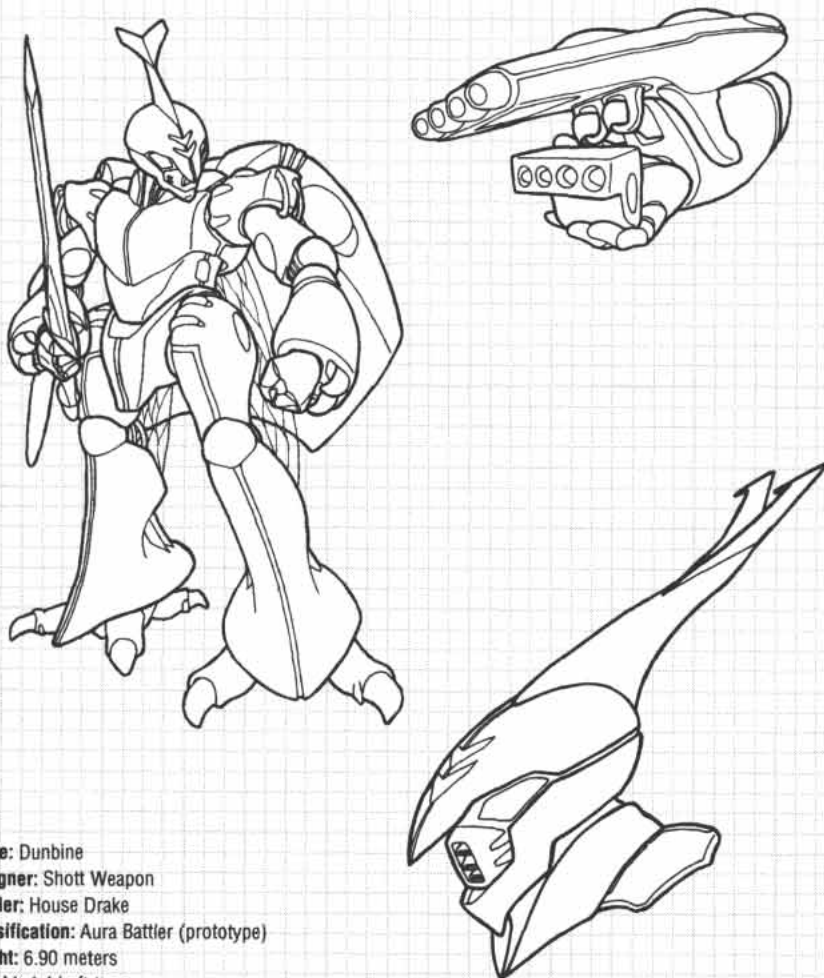
## DRAKE LUFT



The man whose ambition started the war in Byston Well, Drake was previously the ruler of "A", a small province of the kingdom of King Fraun Elf. Treacherous and deceitful, Drake secretly amassed forces to build his own army and then struck, disposing of Fraun Elf and seizing the throne for himself. Having heard of the power of the surface people's aura, Drake captured an A-Fellario (the guardians of the aura barrier) named Silky Mau and forced her to open the barrier to bring these people to Byston Well. One of them was Shott Weapon, a robotics engineer who would become Drake's Aura Battler designer. Drake is married with Louser Luft, with whom he has a daughter, Riml.

## AURA BATTLER DUNBINE:

Based on the Gedo, Shott Weapon's first Aura Battler design, the Dunbine was the best Aura Battler available at the time of its conception. With its Aura conversion performance of 0.92 (the Gedo had 0.72), the Dunbine was the first truly power efficient Aura Battler and possessed superior speed and maneuverability. Although three prototypes of the Dunbine were constructed by House Drake, only one, piloted by Sho Zama, survived. It was later given to Marvel Frozen, when Zama was named pilot for the Billbine. With time, as it faced more advanced Aura Battlers (like the Virunvee and the Vierres), the machine started to show its age. Some upgrading was done, including an Aura Enhancer (see dictionnary) and a more powerful flight pack. As with many of the Aura Battlers, most of the Dunbine's structure is made out of the armor of the Gatder, one of Byston Well's numerous species of giant grazing animals, while its cockpit canopy and wings come from a giant insect, the Kamai-Lug. Among the Dunbine's most unusual weapons are the Cable Talons on its forearm and legs. These Talons (which also come from the Gatder) can be launched at an adversary as a projectile weapon, but stay anchored at their base by a five-meter-long cable. This type of weapon later became standard issue on Aura Battlers (only really old designs like the Drumlo and the Gedo did not have it). The Dunbine having no internal weaponry, a four-barrel autocannon firing explosive shells was designed for it. It is anchored on the forearm via the Talons and the Dunbine can carry one on each forearm (that configuration is rarely used however). A sword completes the Dunbine's weaponry. Each of the three Dunbine prototypes has a different paint scheme : one is light purple with pink trim, one dark blue with pink trim and the last one is dark emerald green with light blue trim. Only the light purple unit survives.



**Name:** Dunbine  
**Designer:** Shott Weapon  
**Builder:** House Drake  
**Classification:** Aura Battler (prototype)  
**Height:** 6.90 meters  
**Weight:** 4.4 Luft tons  
**Armor:** Gatder carapace + Kamai-Lug shell  
**Aura conversion performance:** 0.92  
**Armament:** Cable Talon x 10, Sword x 1, Quad-Barreled autocannon x 2 (optional)

## AURA BATTLER TECHNOLOGY

by Martin Ouellette

Before we talk about the Aura Battlers themselves, an important question must be answered: what are bio-mechanics?

To facilitate the explanations for people who have not been animation fans for long, we will refer to two recent works in which bio-mechanics are present: Mamoru Nagano's FIVE STAR STORIES and Masamune Shirow's APPLESEED.

In FIVESTARSTORIES, the Mortar Headds are built from a mechanical frame, with hydraulics and so on. It is their systems that are biological. They have an organic brain, with nerves which deliver the electrical impulses to the mechanics to move them. The "brain" also gives the mecha a limited "personality" that permits it to think or move by itself if need be. The Mortar Headds' engine is also biological, but there has not been a lot of explanations on how it functions.

In APPLESEED, bio-mechanics are present in "cyborg" technology, where certain parts or even the whole body structure of a human being is replaced with armor, sensors and what not. The brain and certain organs (such as the digestive system) are often kept intact inside the structure. The best known example of this is Briareos Hecatonchire, Deunan's sidekick mentor. The cyborg process went a little further with the creation of the Kotus police robots which integrate artificially grown organs with computers to a robot structure.

Bio-mechanics can also be found in series like GENESIS CLIMBER, MOSPEADA, GALL FORCE, BUBBLE GUM CRISIS, SOUTHERN CROSS (the bioroids) and even comedies like SUPER CAT GIRL.



NUKUNUKU. But even if the Aura Battlers are bio-mechanics, they have two characteristics that distinguish them from all other mecha in any animation: their structure and power systems.

## STRUCTURE

The structure of an Aura Battler consists of two components, both made out of organic compound comparable to an insect's chitin, or carbon fiber: the endoskeleton (the interior structure on which all the systems are attached) and the exoskeleton (the armor). Acting like the skeleton of a living creature, the endoskeleton influences the appearance of the Aura Battler. Just as a human body's thoracic cage, the Aura Battlers cockpit structure, located in the chest cavity, is the central point of the machine, as most of the interior systems are anchored in its sides, back and underside.

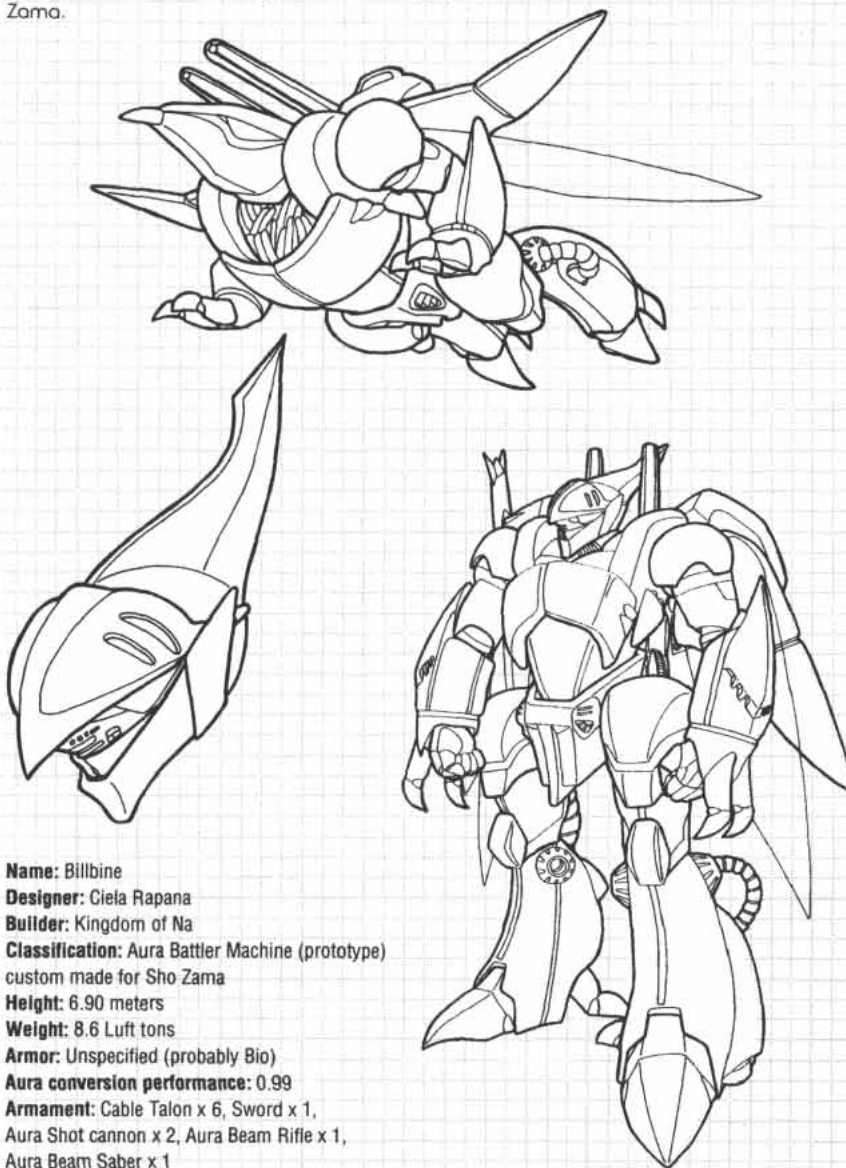
**DANA O'SHEGE**



Since the Aura Battlers are bio-mechanics, there are no hydraulic or electrical servos to move them. Instead, an artificial fiber, known as Maus, is used. The brainchild of Shortt Weapon, the first Aura Battler engineer/designer, Maus was created specifically for the construction of Aura Battlers. Although artificially grown, Maus is a perfect replica of natural muscle fiber and, submitted to the same conditions, works

## AURA BATTLER BILLBINE:

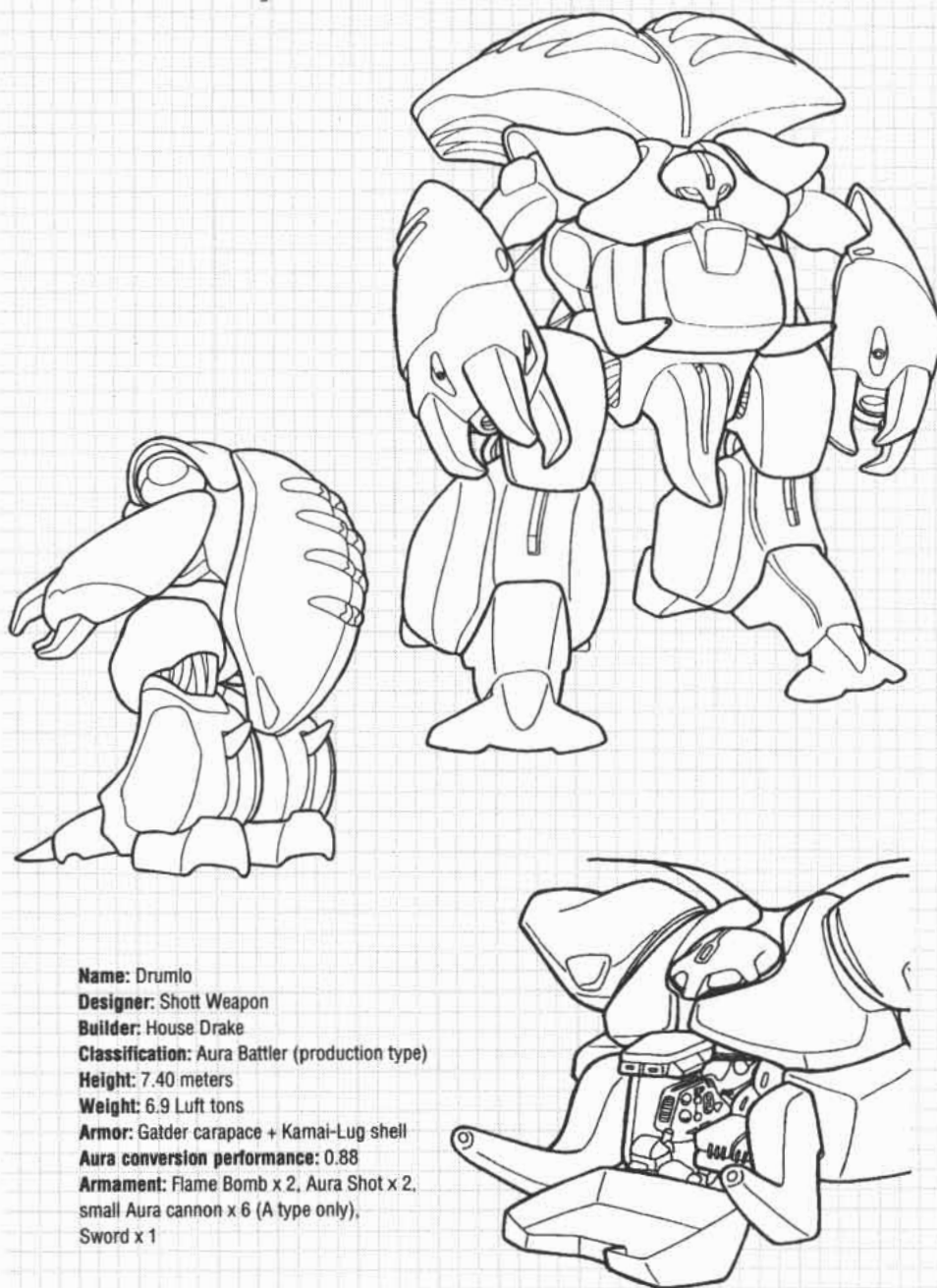
Designed by Ciela Rapana, the young queen of Na, the Aura Battler Billbine is quite unique for both its transformation capabilities and its rather "techno" look. The transformation, called Wing Calibre actually permits the Billbine not only to fly faster than any Aura Battler but also to direct all its firepower in front of it, just like a fighter jet. Although the Billbine is equipped with an Aura Inreaser (see dictionary), its efficiency in Aura conversion performance is rather low (0.99) particularly if compared to the machines that appeared later on, like the Zwarth (1.20), the Wryneck (1.3) and the Leprechaun (1.3). It seems that Ciela, knowing about the tremendous Aura power of Sho Zama, conceived the machine that way, thus making sure that Sho would not, in moments of intense combat, go into a Hyper-Aura state (see dictionary) and blow up the Billbine. Strangely, even if the Billbine is a very advanced Aura Battler design, its armament is not as powerful as that of the Leprechaun or the Wryneck. All its weaponry is Aura energy powered, except for its Cable Talons and its sword. The Aura powered armament is composed of two long-barreled Aura Shot cannons mounted on its back and an Aura rifle, which can be used as an Aura Beam sword when its stock is folded. Once the Aura of the pilot is focused, this Aura Saber is extremely powerful and can cut through anything in its path. At first, the Billbine was painted a very light blue gray overall with white, red and yellow trim. Later, after the war reached the surface (ordinary Earth), Sho had the machine repainted in light and dark navy grey. The Billbine was custom made for Sho Zama.



**Name:** Billbine  
**Designer:** Ciela Rapana  
**Builder:** Kingdom of Na  
**Classification:** Aura Battler Machine (prototype)  
 custom made for Sho Zama  
**Height:** 6.90 meters  
**Weight:** 8.6 Luft tons  
**Armor:** Unspecified (probably Bio)  
**Aura conversion performance:** 0.99  
**Armament:** Cable Talon x 6, Sword x 1,  
 Aura Shot cannon x 2, Aura Beam Rifle x 1,  
 Aura Beam Saber x 1

### AURA BATTLER DRUMLO:

Another of designer Shott Weapon's early designs, the Drumlo was the first Aura Battler to have built-in Aura-powered weaponry. It also featured new equipment and technology that would become standard on later Aura Battler designs. There were two Drumlo models, the A and the B. The A's armament was the heaviest, with two hand-mounted Flame Bombs capable of firing large bursts of energy all at once. Each forearm was also equipped with three small Aura Cannons used as backup weapons while the Flame Bombs are reloading. There is also one Aura Cannon on each side of the cockpit. On the B type, the small Aura Cannons on the forearms were removed (mostly because of the power drain), but an Aura Enhancer was installed to allow people with low Aura power to operate as efficiently as a more powerful pilot. Very slow, the Drumlo is nonetheless a fearsome opponent, even for a more advanced machine like the Dunbine. The first Drumlos were built for House Drake, but later became one of the standard Aura Battlers used by the kingdom of Ku. The A type's colors are blood red with dark grey trim while the B's are blue-black with blood red trim. We see the Drumlo throughout the series.



**Name:** Drumlo  
**Designer:** Shott Weapon  
**Builder:** House Drake  
**Classification:** Aura Battler (production type)  
**Height:** 7.40 meters  
**Weight:** 6.9 Luft tons  
**Armor:** Gatder carapace + Kamai-Lug shell  
**Aura conversion performance:** 0.88  
**Armament:** Flame Bomb x 2, Aura Shot x 2, small Aura cannon x 6 (A type only), Sword x 1

- exactly the same way as the muscles
- of the human body.

### BASTOR



- For those who do not know, muscles
- work with electricity. If a subject wants
- to move a part of his body, a small
- electrical impulse is sent from his brain
- to his muscles via the nerves. When the
- electrical impulse arrives to the corre-
- sponding muscle, the fibers contract
- and the limb or body part moves. Of
- course, this is done in a fantastically
- small fraction of a second. These days,
- there are artificial limbs that work on
- the same principle (more or less).
- Called myo-electric, these limbs re-
- place the missing muscle by small
- electrical motors actived by the elec-
- trical pulses sent to them via electrodes
- implanted in the remaining stump of
- the missing limb (though much slower
- than a real limb). Basically, Maus is a
- mix between these two extremes.

- In Maus, the nerves are replaced by a
- complex system of micro-circuitry which
- delivers the electrical stimuli (like in
- myo-electrical limbs) coming from the
- control systems, but since it is made of
- organic fibers, it is the equivalent of
- muscle. Maus is grown with a specific
- shape for a specific job and is then
- attached to both the endoskeleton
- and exoskeleton. This often compli-
- cates the repairs of the machines since
- everything is attached together. It



means that repairing a damaged part is fairly long (it is often preferable to replace the entire limb), but the advantages in mobility and reaction speed provided by the use of Maus are worth the trouble.

Just like the endoskeleton, the exoskeleton is made from organic compounds similar to carbon fiber or chitin. The first Aura Battler design's armor (including the Dunbine) was actually made from the carapace of one of Bystron Well's giant grazing animals. Named Garder, it was rather common and its armor was both very light and strong. However, it would be an error to assume that the exoskeleton is only armor plates covering the interior systems (like the mobile suits in GUNDAM). First of all, it more or less defines what the Aura Battler will look like. Second, it serves as part of the support for the Maus muscles, which are anchored on it at various points. Third, it is the mounting for the various internal and external weapons.

## VIRUNVEE



## COCKPIT SYSTEM

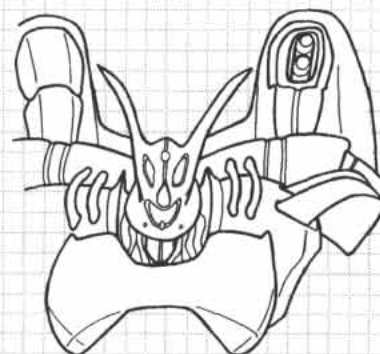
There are almost no mechanical systems inside the Aura Battlers. These are limited to communication and scanning gear, as well as part of the visual and control systems. The communications are handled by radio and video (only the latest models, like the Billbine and the Zwarth, have video communi-

## AURA BATTLER ZWARTH:

As Short Weapon's last Aura Battler design, the Zwarth is among the most powerful Aura Battlers on the battlefield. The only machines superior to it being custom made: the Wryneck and the Leprechaun. Built with an impressive thruster array and many missile launchers to complete its armament, the Zwarth has two Aura Shot cannons mounted on its pelvis and eight Cable Talons mounted in pairs on its shoulders and forearms. Its large shield contains three Aura Shot cannons, two Cable Talons and a sword. As with all late type Aura Battlers, the Zwarth has an aura Enhancer as part of its standard systems (an Aura Increaser might also be present but there are no mentions of it. ed.), a piece of equipment that, with time, has become necessary if a machine is to survive in battle. Although the Zwarth is not a custom Aura Battler, the number of pilots allowed to have one is limited, the most renowned being Barn Bonnings AKA The Black Knight. There are three different paint schemes for the Zwarth: very dark grey with black and red trim (Bard Bonnings type), very light grey with purple and black trim and rust orange with black and flame red trim. The Zwarth is used by House Drake only.



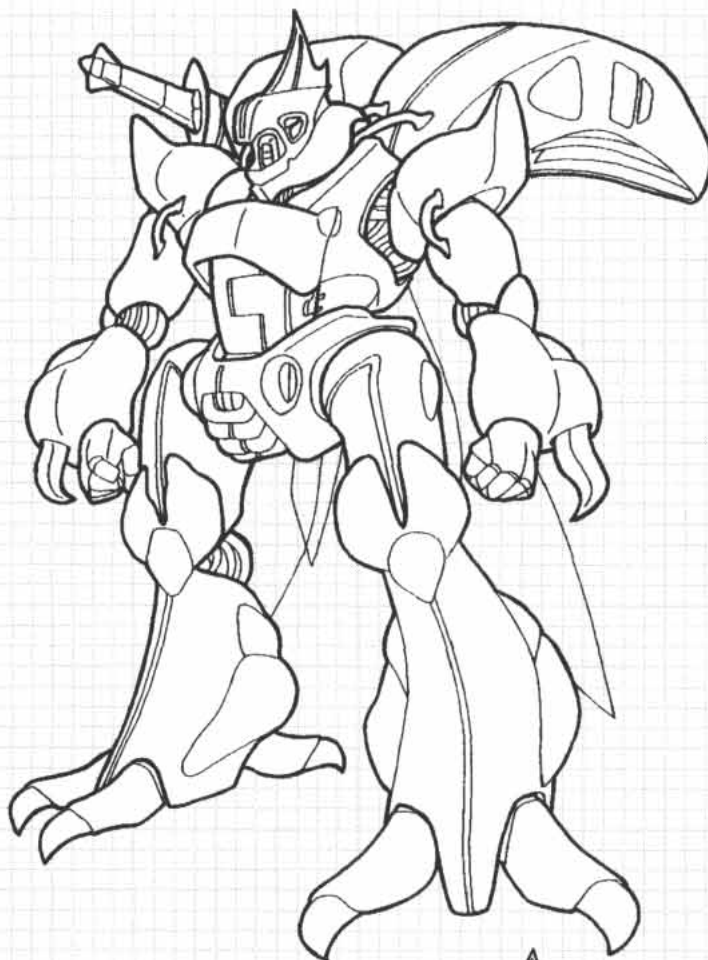
**Name:** Zwarth  
**Designer:** Short Weapon  
**Builder:** House Drake  
**Classification:** Aura Battler  
**Height:** 7.9 meters  
**Weight:** 7.6 Luft tons  
**Armor:** Classified  
**Aura conversion performance:** 1.2  
**Armament:** Missile launcher x many,  
 Aura Shot cannon x 5  
 (pelvis x 2, shield x 3),  
 Cable Talon x 10, sword x 1



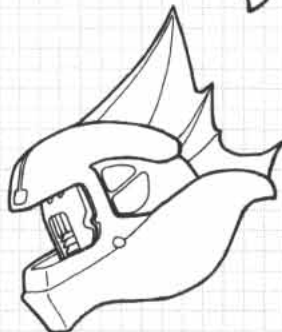
## AURA BATTLER TECHNOLOGY

## AURA BATTLER VIRUNVEE:

Technically, the Virunvee is more or less a powered-up version of the Dunbine. One of the most important innovations on the Virunvee is the standardization of one of the most interesting systems ever devised for Aura Battlers: the Aura Enhancer, which permits someone with low conversion performance to pilot the machine as efficiently as someone with high Aura conversion performance. A self-tuning version of this system (the Aura Enhancer installed on the Virunvee series needed to be attuned to the Aura of each pilot) was later installed on the Bastor Aura Battler series, itself a development of the Virunvee series. Like the Dunbine, the Virunvee has no internal armament but can be equipped with a more powerful version of the four-barrel autocannon or a five-barrel Aura Launcher (it can have one mounted on each arm) with tremendous firepower. The Cable Talons, which counted for one of the Dunbine's most innovative weapons, were improved with longer cables. As with all Aura Battlers, a sword is part of the weaponry. The Virunvee's paint scheme is an overall dark blue with dark green trim.



**Name:** Virunvee  
**Designer:** Shott Weapon  
**Builder:** House Drake  
**Classification:** Aura Battler (production type)  
**Height:** 9.20 meters  
**Weight:** 9.5 Luft tons  
**Armor:** Bio-armor (Gatder carapace + Kamai-Lug shell)  
**Aura conversion performance:** 1.20  
**Armament:** Cable Talon x 2, sword x 1, four barrel autocannon x 1 (optional), Aura Beam launcher x 2 (optional)



- cations), but the machines have no
- external speakers or microphones,
- which explains the number of times
- we see the pilots with their cockpit
- hatches open.

## WAYNECK



- Of course, the machines have target-
- ing systems, which are more or less
- similar to the HUD (Heads-Up Display)
- systems found in today's jet fighters.
- The scanners for the HUD are located
- between the Aura Battler's eyes and
- give all necessary data to the pilot
- while in combat, such as tracking and
- targeting. This data is then projected
- on the transparent cockpit canopy via
- two small projectors situated on each
- side of the pilot's head rest. Part of the
- visuals are taken care of by a vast array
- of sensor cameras mounted in each
- eye. The images are then shown on
- two monitors, one on each side of the
- cockpit, giving the pilot a 270° view of
- the outside.

- The main visuals are provided by direct
- vision through the transparent cockpit
- canopy (the transparent canopy was
- probably needed because the ma-
- chine's size would prevent the use of a
- fully-screened cockpit). The engineers
- had some problems finding a material
- that would be light and strong enough
- to withstand combat as well as being
- distortion free. Glass could not work for
- it was rather heavy and produced too
- much distortion to be of any use in a
- combat situation where you need to



see where your enemy is and not where he was a fraction of a second ago! Once again, the fauna of Bystron Well provided the answer. The Kamai-Lug was a gigantic insectoid creature with a carapace possessing some very interesting qualities: it was extremely light and thin, distortion free, very strong and, as a bonus, easily available.

## VIERRES



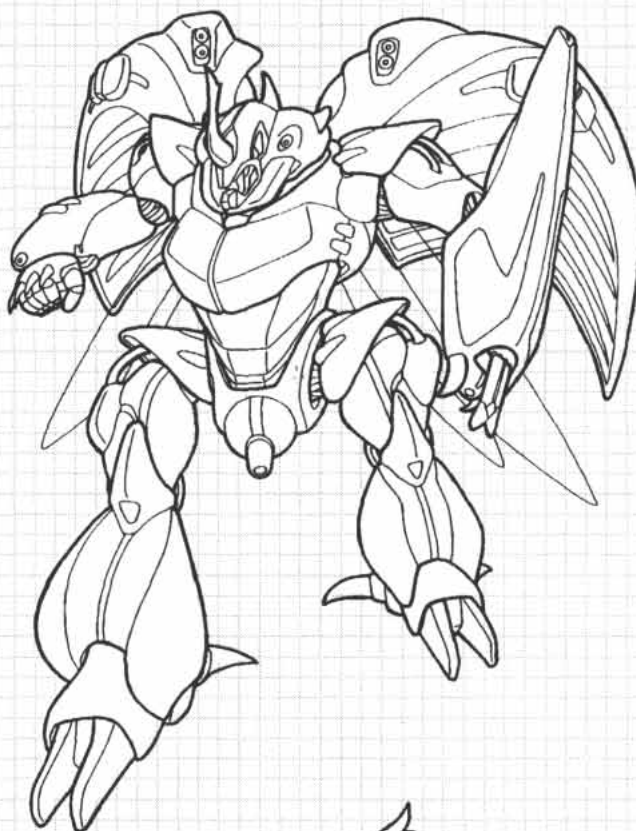
## FLIGHT SYSTEM

Since all Aura Battlers fly, they need thrusters to do so. Usually, Aura Battlers have two main thrusters, also named Aura Converters. The two Aura Converters put together make a Flight Pack. The Flight Pack can be either separated in two parts (like wings) or be assembled as a one-part, armor-covered back pack (these were used on earlier designs, such as the Drumlo, the Dana O'Shea or even the Dunbine). Smaller thrusters are mounted on the back and lower back of the machine and are used mostly for take-offs. At the end of the series, the separately-mounted, wing-like Flight Pack becomes the rule and machines with huge thrusters, like the Zwarth and the Wryneck are considered the best machines for combat.

The thrusters or Aura Converters function as follows: the pilot emits Aura energy, which is collected by the sensors in his seat and then sent to the Aura

## AURA BATTLER LEPRECHAUN:

Shott Weapon's most successful design, the Leprechaun is what could be called the perfect Aura Battler. Tremendously well-armed and with power to spare, the Leprechaun is equipped with an Aura Increaser, a system which allows the pilot to expand his Aura power towards infinity. Its extremely heavy Aura powered armament is composed of nine internal Aura Shot cannons: two in the head, one in each forearm, one double on each shoulder and one pelvic-mounted. The exterior armor on the lower leg is hinged and contains one grenade each. The Leprechaun has a shield mounted on its left forearm which contains its sword and two Cable Talons. The knuckles of its fists are also equipped with spikes for hand-to-hand combat. Just as Todd Guinness' Wryneck and Sho Zama's Billbine, the Leprechaun is a custom made Aura Battler. Its pilots, Jeril Coochibi and Barn Bonnings, being exceptionally powerful Holy Warriors (see dictionary), needed a machine capable of using their power as efficiently as possible. The Leprechaun is orange with flame red trim (probably to match Jeril's hair). There were only two Leprechauns built.



**Name:** Leprechaun  
**Designer:** Shott Weapon  
**Builder:** House Drake  
**Classification:** Aura Battler  
**Height:** 8.80 meters  
**Weight:** 9.0 Luft tons  
**Armor:** Classified  
**Aura conversion performance:** 1.3  
**Armament:** Aura Shot cannon x 9,  
 grenade x 4, sword x 1,  
 Cable Talon x 2, knuckle spike x 8,  
 shield x 1

### AURA BATTLER BOTUNE:

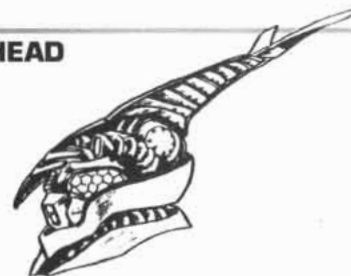
Designed by Lao's King Phoezyon and produced by the kingdom of Lao, the Botune is Phoezyon's first Aura Battler design incorporating an Aura Enhancer in its configuration. It is heavily armed, with a Flame Bomb launcher in each hand and two Aura Shot cannons on each hip. While its non-energy weaponry is composed of a sword and extremely powerful leg talons, as well as two other talons that hinder the canopy hatch from being forcefully opened during hand to hand combat. The machine is also equipped with an oversized flight pack that gives it a higher than standard flight speed and maneuverability. Although the number of Botune produced by Lao is slightly lower than the number of Bozune, it's still quite common and served as one of the rebels' standard Aura Battlers. There are four different paint schemes for the Botune: light khaki green overall, very light green with dark green trim, blood red with orange trim (Keen type) and dark purple with pink trim (King Phoezyon's own Botune). We see the Botune during the entire series.



**Name:** Botune  
**Designer:** King Phoezyon of Lao  
**Builder:** Kingdom of Lao  
**Classification:** Aura Battler (production type)  
**Height:** 7.0 meters  
**Weight:** 4.6 Luft tons  
**Armor:** Bio-armor (Gatder carapace + Kamai-Lug shell)  
**Aura conversion performance:** 1.1  
**Armament:** Flame Bomb launcher x 2, Aura Shot cannon (hip mounted) x 4, sword x 1, Cable Talon x 2

- Capacitor (or more simply, "battery").
- When thrust is needed, the Capacitor
- sends raw Aura energy to the Aura
- Converters (the thrusters) where it is
- converted into thrust. The flight
- maneuvering is done either by mov-
- ing the Flight Pack or the two pairs of
- insectoid wings taken, again, from the
- Kamai-Lug. These wings also provide
- flight stability. They are controlled the

#### HEAD



- same way as the wings of a variable
- geometry-winged jet fighter: fully ex-
- tended for slow speed flight and closed
- for high speed. These wings, since they
- come from an insect, are both tough
- and transparent.

#### POWER SYSTEM

- Since they are bio-machines, the Aura
- Battlers do not use fossil fuel. As their
- name indicate, Aura Battlers are pow-
- ered by the Aura of their pilot (see text
- What's Aura). The Aura energy of the
- pilot is collected in a battery called
- Aura Converter via sensors installed in
- the pilot's seat. It stores the raw energy
- and distributes it to the various systems,
- like the weaponry and Flight Pack, as
- needed. Just as an ordinary battery, if
- the converter is damaged, it releases
- its power in bursts that drains the ma-
- chine of its power or simply destroys it.
- The various systems of the machine are
- all Aura-activated and the more the
- pilot uses his Aura, the more powerful it
- becomes. This permits the really power-
- ful pilots, like Sho Zama, to use it for
- "special effects" like Dimensional Warps
- and such. One of the most common
- effects is the Aura Barrier, an energy field
- that can protect the machine even
- against a nuclear blast. If this field is
- given more power, it produces some-
- thing called "Aura Glow", a state in



## AURA BATTLER BOZUNE

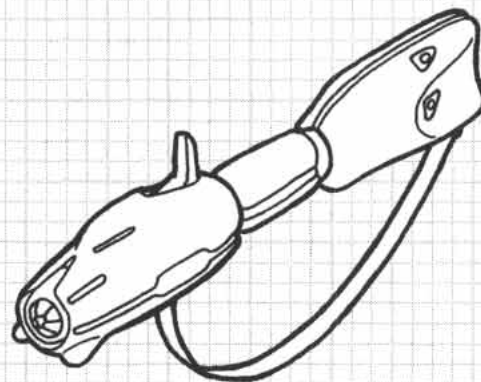
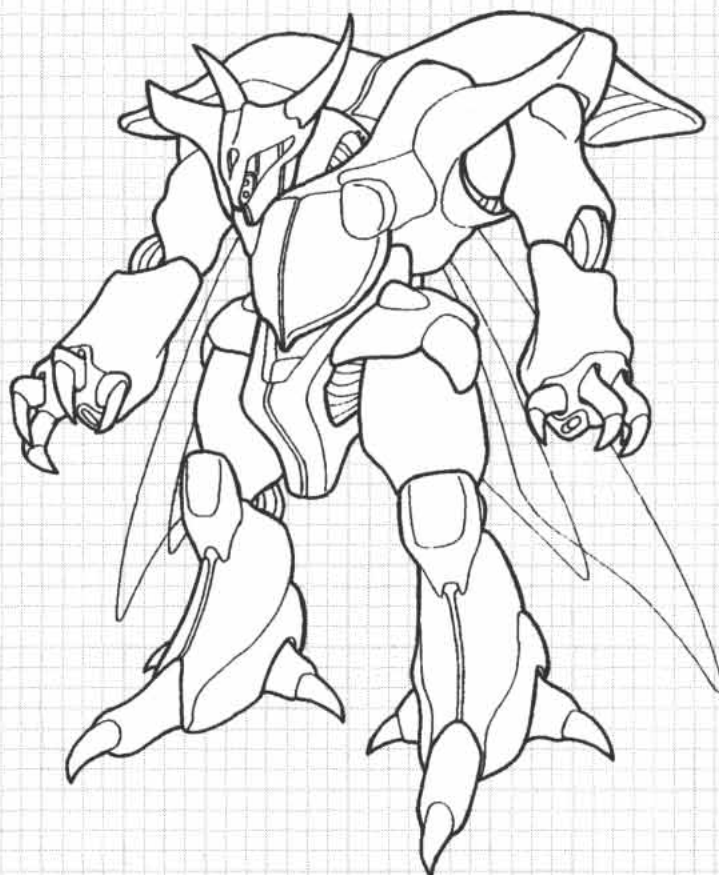
which the defensive field becomes a weapon capable of blasting through any obstacle.

All these effects are rather draining on the pilot and if he goes too far, unconsciousness or even death can follow. This results in the fact that a pilot with a powerful Aura and physical endurance will always defeat less powerful pilots. Good examples are the Holy Warriors, people of the surface who were brought to Byston Well through the Aura road guarded by the A-Fellario. The surface people are the most powerful Aura Battler pilots, for their "living" Aura is much stronger than that of the common people of Byston Well, who need a device named Aura Enhancer to operate any kind of Aura machine to its peak performance.

This device uses the Aura of all living things around the machine and gives it more power, thus permitting a pilot with a not so powerful Aura to operate Aura machinery as efficiently as Sho Zama. Luckily, there are natural limits to the Aura absorption. If the device did not have a limit, it would result in a "Hyper-Aura" state, a phenomenon in which the Aura power of the pilot, in contact with all the Aura power that surrounds him, expands until both he and the machine's systems cannot absorb anymore, producing an overload that destroys both of them.

The Hyper-Aura state is extremely powerful and can be used as a weapon via another device called Aura Increaser. It is composed of a network of small sensors that enlarge the limits of the pilot's Aura absorption, permitting him to take more energy, thus cancelling the natural limit and allowing him to expand his power beyond what would be normally acceptable. This is a very dangerous system and was installed in the most powerful machines piloted by the most powerful pilots, such as Barn Donnings' Zwart and Sho Zama's Billbine. Sadly, pilots often don't have the great control needed to resist the temptation to use such a dangerous device.

One of Lao's King Phoezyon designs, the Bozune is loosely based on the Aura Battler Dana O'Shea, the first of House Given's Aura Battler designs. Since the Dana O'Shea was a rather poor design and didn't prove to be efficient in combat, King Phoezyon decided to improve on it and designed the Bozune. Armed with one Flame Bomb in each hand and a sword, the machine's firepower was later upgraded with a hand held gatling autocannon firing small stabilized rockets. As the Kingdom of Lao became more and more involved in the war against House Drake, the Bozune was assigned front-line positions and thus became the standard Aura Battler machine for both House Lao and the Anti-Drake forces. There are two paint schemes for the Bozune : all dark blue or medium green with dark green trim.



**Name:** Bozune  
**Designer:** King Phoezyon of Lao  
**Builder:** Kingdom of Lao  
**Classification:** Aura Battler (production type)  
**Height:** 8.20 meters  
**Weight:** 5.8 Luft tons  
**Armor:** Bio-armor (Gatder carapace + Kamai-Lug shell)  
**Aura conversion performance:** 0.66  
**Armament:** Flame Bomb launcher x 2, Sword x 1, Hand-held gatling autocannon x 1

## DETAILING NECK UNITS

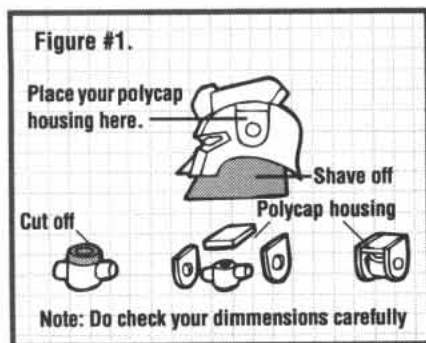
by Martin Ouellette

Technically, building realistic and highly detailed models consists of a lot of patience and experience plus the most important element: mechanical knowledge of the machine you're modeling! Logic is also a great help.

Since one of the most prominent features of a mecha is its head, the first and most important detail area is the neck unit that supports it. There are actually three ways to enhance the neck: full scratchbuild, kit part modification, and part addition. These methods are applied to different kinds of models and, as such, are discussed one after the other. Enjoy!

### FULL SCRATCHBUILD

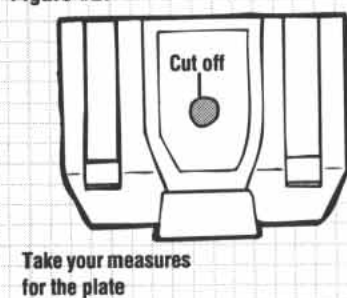
This method is applied in two separate cases: when the entire neck block is molded with the head (MS Gundam, Z and ZZ kits) and when the neck section is molded separately but looks wrong (Patlabor models). It is the most difficult method but also the most satisfying one.



If the neck is molded with the head, shave it off completely. Build a small housing in the head for a polyethylene cap (see Figure #1). Cut off the mounting pin on the body and measure the plate that will hold your neck's mechanisms (see Figure #2). When this is done,

assemble the neck's basic structure on the plate; this can look like anything depending on the particular model. Next, install the actuators (see Figure #5 for construction tips), making sure they are logically placed and allow for sufficient head clearance. The neck units of the Patlabor models are similar, except that they are more complicated (up to 10 actuators each) and take more time to properly build.

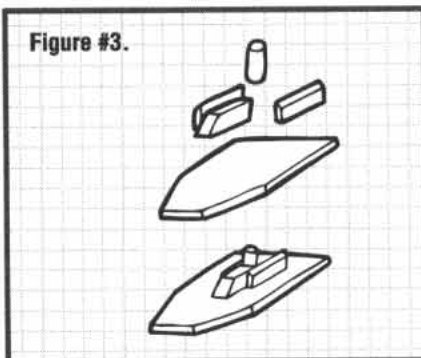
Figure #2.



### KIT PART MODIFICATIONS

This method is used for kits with existing neck assemblies (such as Gundam 0083, some Patlabor kits). Simply take the original kit piece and cut off all molded details. Replace them with scratchbuild parts, just like the previous method (see Figure #5 and 6). Extremely good results can be attained in a short time.

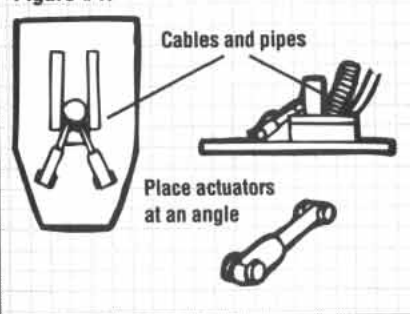
Figure #3.



### PART ADDITIONS

This method works best with models which already have a bare neck unit (such as in Char's Counterattack, F-91 models). Just leave everything as is and glue the actuators directly on the neck block at an angle (see Figure #7). Always check for sufficient head clearance!

Figure #4.



### MAKING THE ACTUATORS

There are two ways to do this. The first involves using two small telescoping tubes. The second is to sculpt a styrene rod in the correct shape with a sharp knife. Once done, cut small discs out of plastic rod and glue them to make the mountings.

Figure #5.

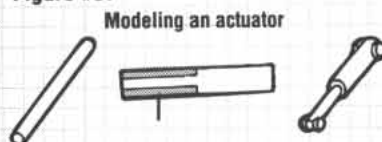


Figure #6.

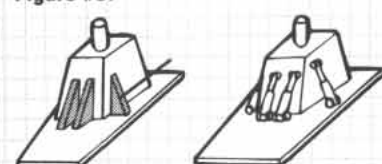
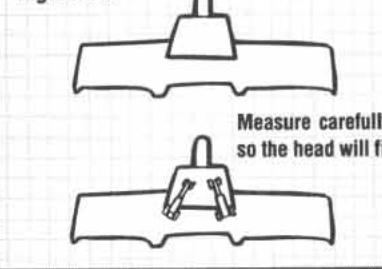


Figure #7.



### CONCLUSION

All you have to do is choose the most appropriate method for the kit you are currently building. Don't hesitate to consult appropriate reference material when in doubt. Before you know it, you will be adding details to your models matter-of-factly.



## GUNDAM 0083 STAR DUST MEMORIES

Originally published in U.C. Herald #2

### Episode 5: Gundam, To the Sea of the Stars

Gradol's Musai-class battleship, the Peer Gynt, leads a small group of Jion ships and Dra-C mobile suits in retrieving Gato and Unit 2 from the HLV. In the Albion hangar, Kou is trying to adjust Unit 1's balancer while Nina flirtatiously helps him. Nina asks him why he isn't out practicing. Kou answers that he'd rather learn more about his Gundam. He shows his calculations for the balancer algorithm; she says he's wrong.

Out in space, Monsha is training Keith in space flight. He instructs Keith to feel and not think. Keith notices two ships, which Monsha points out to be Federation vessels. On the Albion, Simone identifies them as the Yulin and the Nashville, both sent to join the Albion in its search. Elsewhere, Gato sits on the bridge of the Peer Gynt, the lead vessel in this segment of the Delaz Fleet which picked him up and is now transporting him to the Thorn Garden, Delaz Fleet's headquarters. A warning is issued when ships are detected from the rear. The ships are identified as friendly forces belonging to the Cima Fleet, but they refuse to change course. The Peer Gynt and the other vessels bank hard to avoid collision. Later, Gato arrives on the Thorn Garden and enters Delaz's throne room. Delaz congratulates Gato on the success of his mission, and Gato relates the near-collision that happened with Cima Fleet. To Gato's surprise, Commander Cima Garahau herself steps out from the shadow and addresses him. She asks that Gato take her fleet's actions as a "greeting from a newcomer." With teeth clenched, Gato agrees. The Albion and her two escort ships are detected. Gato offers to handle the situation, but Cima gets the go-ahead from Delaz. Gato complains over Cima's recruitment, but Delaz insists that she was necessary, and that people before a great cause should not be concerned with trifling things. Delaz adds that he will guide Cima. His firm words strike a chord in Gato, who promises not to waver in his trust towards Delaz. Delaz laughs when he learns that Cima has launched to

intercept with only a single ship. Together, Delaz and Gato set off to the laser communications setup.

Nina and Mora are taking a shower. Mora asks Nina why she refuses to give the data for Unit 1's algorithm to Kou, who's trying to calculate it himself for the fifth time. Nina replies that Kou will use Unit 1 recklessly, and that it needs to be modified for space use at Anaheim first. Mora teases Nina about her developing relationship with Kou, asking her which she likes better, Kou or the Gundam. Nina answers that she likes the Gundam more, and that Kou disappoints her. She complains about Kou's childishness, becoming dependent on her whenever she treats him tenderly. Mora then reminds Nina that Kou is different from most men, and that she should try not to lose him. Outside the showers, Kou eagerly awaits Nina. When one of the shower doors open, he quickly shows the data with his new calculations. Unfortunately, it's Keith who stepped out of the showers.

Mora and Nina are eating at the mess hall when Kou and Keith arrive. Kou eagerly displays his new calculation's printout, but Nina ignores him. Monsha arrives, asking Nina if he could be the new pilot of Unit 1 after modification. Kou objects, but Nina says Monsha would be a better choice because he's more skilled and experienced. Nina adds that "the Gundam is not a toy. Don't annoy us by riding it like one!" Kou runs away, just as an alert signal comes on. Cima waits impatiently for her Zanzibar-class Lili Marleen to close in on the three Federation ships, so that they will be in range of the main cannon. The Albion picks up the Lili Marleen on the sensors, as well as five enemy mobile suits. Alpha, Monsha, Adel and Keith prepare to catapult out in their mobile suits. "Five versus three," Monsha says, because Keith doesn't count.

Delaz begins to broadcast his message, coming in even on the Federation's channel. Uraki requests clearance to join the fray, but Burning orders him to use his GM, not the Gundam. Uraki obliges, but in the hangar decides to take the Gundam instead. Nina tries to stop him, but when he refuses to listen she hands him the correct algorithm on disc. Kou ignores her and uses his own data. Delaz continues his speech, which is being monitored by Kowen and other Federation military men, including Basque Ohm. Delaz points out that Unit 2 was developed by the Federation for nuclear attack, in violation of the Antarctic Treaty. Cima appears on the battlefield, in her commander-type Gelgoog Marine. She punches past Monsha's position, and flies towards the Federation vessels. Keith is unable to check the attacking Gelgoogs. Kou appears on the catapult in Unit 1. Cima and her men destroy the Albion's two escorts. Unit 1 takes off, acting strangely. A Gelgoog pilot realizes that Unit 1's balancer is defective, but Kou makes a lucky shot and destroys him. Cima sets her sight on Unit 1, taking armor chunks out with her shots. Kou is unable to return fire. Burning rushes out in his GM and fends off the attackers.



# MECHA SYNOPSIS

Deatroaf, Cima's second-in-command, informs her that it's time to pull back. Reluctantly, she does, leaving Burning with two destroyed ships and one heavily damaged Gundam. Nina weeps as the injured Kou prepares to take the Gundam back into the Albion. The deck crew prepares a safety net, and the Gundam crashes onto it, losing a leg. The cockpit is forcibly opened, and Nina hugs Kou, glad that he survived. Delaz ends his speech with words that echo through space: Sieg Jion.

## Episode 6: The Warrior of Von Braun

The Albion approaches the moon, where Gundam Unit 1 is to be repaired and modified to Full Vernian. Monsha and his friends look at the damaged Gundam and the sad Kou. Bait tells Monsha about the upcoming shore leave, and he bubbles with excitement. Meanwhile, Sinapus chats with Kowen by phone, and Kowen tells the captain how reluctant the Federation generals are in adding ships to the search, and that Sinapus alone must do the job for now. The Albion receives permission to enter the lunar city of Von Braun. Nina exits the ship and is greeted by Paula and other fellow system engineers from Anaheim (Keith finds them all attractive). Anaheim's #2 man, O'Sullivan, is also present to welcome Nina back. Nina volunteers to supervise the repairs and upgrade of Unit 1 in two days, as requested by the captain.

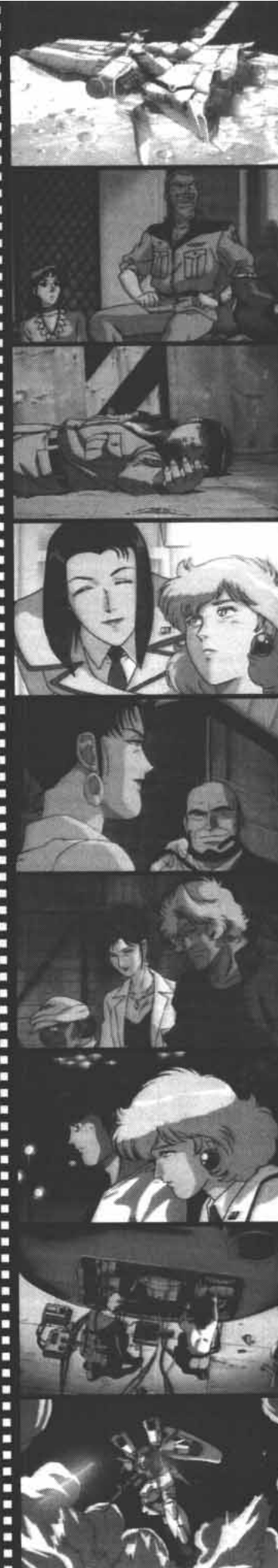
In a bar, some of the bridge crew are drinking, with Basrof showing off his unusual alcohol capacity. Burning walks in with a pretty female, but decides to find another place when he sees his men in there. Monsha tells stories to two women about how awesome a pilot he is, defending the ship from the Delaz Fleet. When one of the women asks him if he's the Gundam pilot, he explains in a loud voice that the MS was destroyed by an amateur pilot. He then turns to the silent Kou, and subjects him to insults. Kou runs from the bar, and finds himself walking drunkenly along Von Braun's inner streets. He bumps into three punks, who beat him up in a corner, telling him that "not everyone cringes in fear of the Federation." While Kou is down, one of the men rips off his pilot insignia and throws it away. They leave, and Kou's vision blurs as a tall man approaches him.

In Nina's workplace at Anaheim, Paula teases Nina about her love life, asking her if she's acting stubborn because of what happened in a past affair. In a secret location, Cima, in civilian guise, disembarks from a ship and is met by O'Sullivan. Cima complains about how Anaheim treats her compared with the Federation, and threatens to drop a colony on the moon if her supply ship is ambushed. In another place, Kou wakes up in bed and finds himself in a junkyard, the home of a one-armed man named Kelley Layzner. The two have breakfast, and Kelley asks Kou if he deserted the Federation. Kou stammers, and Kelley informs his companion

Latuera to prepare dinner for him alone, implying that Kou isn't welcome. Later, Kou finds Kelley hard at work in his garage. He introduces himself, and relates that he destroyed a mobile suit. Kelley replies that he should quit being a pilot. Kou notices the large red mobile armor in Kelley's garage, but Kelley pushes him back and claims that it's his hobby and nothing more. Chap and Burning search for the now A.W.O.L. Kou in the city by car. In another vehicle, Keith and Mora conduct their own search, realizing that Kou could be in the bottom of the city where the junkyards are.

Kelley sees Kou tinkering with the mobile armor, and tries to stop him. Kou explains that he found a burnt-out board, and gives Kelley a list of the parts needed. Kou offers to help him fix the machine, if he would let him stay for a few days. Kelley tries to look displeased, but the two men break into smiles. Later, while checking on a part, Kou is interrupted by a very distraught Latuera. She tells him that Kelley had almost given up trying to fix the mobile armor. Latuera asks why he's helping his enemy. She explains that Kelley was a Jion pilot who lost his arm in the war, but his inner fire hasn't died yet. Later, Kou walks through the city and sees a rerun of Delaz's speech on TV. He also sees Kelley chatting with Cima. At this point, Nina receives a phone call from Mora. Kou returns to Kelley's camp at nightfall and overhears Kelley chatting with people about him joining the Delaz Fleet. Kelley tells Cima that the MA has been modified so that he can fly it with one arm with 99% effectiveness. After Cima left, Kou confronts Kelley about his involvement with the Delaz Fleet. Kelley answers that he didn't ask Kou to fix his armor, and that a weakling like Kou shouldn't criticize him. Kou throws punches at Kelley, but one return blow from Kelley's only arm sends him reeling. Latuera steps in and yells at Kou to leave. Kou wanders in the streets and bumps into Nina.

She asks Kou to return to the ship. Kou answers that he has to do something first, to find something buried inside of him. He then stands straight, asks Nina to tell the captain of his return, and runs off thanking her. Nina tells him that the modified Gundam's trial will be held the next morning at Anaheim's Rivermore factory. Kou returns to Kelley's garage and helps him fix the mobile armor. Kelley asks him if he's helping out of pity, and Kou categorically answers no. He explains that he thought about his future as being something other than a pilot, and was unsure. Kelley tells him how he felt the same way before, and that even though he tried to convince himself that owning a junkyard and living with Latuera was enough, something inside him told him that he was a pilot. Kou nods, saying that he felt the same way. Kelley looks at him grimly, then says that they'll be enemies the next time they meet. Kou grins, saying that Kelley's punch worked. The two work together on the mobile armor. The next day, Kou salutes Kelley and bids him farewell. Kelley tells him he forgot something, and







hands him his pilot insignia. Fast forward to the Rivermore facility, where Burning, Keith, Mora, Nina and the system engineers have gathered. Kou, inside Unit 1 Full Vernian, prepares for take-off. The protective walls slide open, and Kou exclaims "Kou Uraki... Gundam Unit 1, Full Vernian — launch!" The Full Vernian blasts up and out on its maiden flight.

## Episode 7: With the Flame that Shines Blue

Kou tests Unit 1 Full Vernian, cheerfully noting the lack of g-flutter. Herockets past the factory, where Nina, Paula, and Mora are watching. Nina is overjoyed both by Unit 1's successful test and Kou's emotional recovery. Paula teases her colleague, saying "work, work." Nina meets Kou at the hangar as he climbs out of the Gundam. Nina, in a very good mood, tells Kou that she "prepared this Gundam with all my heart, for you." Kou is unable to respond and Keith, watching, takes note of it. Kou reappears on Von Braun, where Keith is waiting for him. Keith hands him two movie tickets ("Shining Blue Fire," a reference to the episode's Japanese title) and tells him to take Nina on a date. At this time, Keith's date appears, and she's none other than Mora. The pair depart, leaving a dumbstruck Kou.

At the bottom of Von Braun, Kelley polishes his old helmet intently. Latuera argues that Kelley is merely being tricked, but Kelley stoically answers that his war isn't over yet. She leaves, weeping. Meanwhile, Cima and O'Sullivan chat in his office. Cima complains about Anaheim's attitude and double-dealing, and O'Sullivan offers to provide her with a new mobile suit. In the system engineers' office, Nina works on Unit 1's program (in C, no less), while her colleagues tease her over her "love". Nina is summoned to the department chief's office, who informs her that she won't be allowed to join the Albion because of her civilian status and pressure from her parents.

Kult and another of Cima's men meet Kelley in his garage and pay for the mobile armor. Kult mocks Kelley, who still thinks he will fly it. Kult reveals that he will be the pilot: they're not crazy enough to let a one-armed man fly a mobile armor. Kelley is heartbroken. Later, he drinks while rewatching a message from Gato, in which Gato suggests that a Jion military operation will soon take place.

The Albion prepares to take off. Sinapus, on the p.a. system, apologizes to his crew for the short notice given, adding that this was partly on the behest of the lunar government. He asks his crew not to feel any animosity towards the lunarians. Kou overhears this and asks "Nina's not like that, what's so different about them (lunarians)?" He then realizes that he hasn't asked Nina to the movies yet. Meanwhile, Cima's cargo ship leaves port.

Kou enters Nina's office, and tries to start some small talk. Nina, still depressed over the fact that she won't be

boarding the Albion, lights up when she spots the movie tickets in Kou's pocket. He tries to ask her out but ends up asking some stupid question about the Gundam's Manipulator Auto System. Nina snaps, calls Kou a coward, and runs out. Kou tries to give a chase, but Paula blocks him and bitingly asks if the only things he knows how to handle are mobile suits. Later, in bed, Nina listens to a message from her dad asking her to return home, and she wonders if she should retire.

At the bottom level of Von Braun, Kelley has locked himself in his garage while Latuera begs him not to go. He sets out to defeat the Gundam, hoping that will convince Cima to accept him into the fleet. Cima's ship notices that the pick-up port for Kelley's Val-Walo has opened earlier than scheduled. As onlookers gaze in disbelief at the sight of the Val-Walo, Cima pins Kult as the culprit for having spilled the beans.

The Albion prepares for departure, and realizes that Nina isn't coming when Paula boards the ship to take Nina's things. Suddenly, a mobile armor alert is issued, and all men are ordered to their battle stations. Cima, thinking that Kelley has decided to surrender to the Federation, moves her ship to block Kelley. The ship releases a Zaku piloted by Kult. The Zaku is cut in half easily. Kelley broadcasts his threat to fire at the city unless the Gundam duels with him. Nina overhears this, and recognizes Kelley's name.

Captain Sinapus ponders his enemy's objective, then lets Kou decide for himself. Kou catapults out, and the two pilots recognize each other. Kelley tells Kou that in war, people can't choose how things come out. Kou asks Kelley for his reasons, and Kelley points out Delaz's speech, but adds that "to a soldier, the inner cry for battle is all that matters." Kelley releases three pods, which trap Unit 1 in a plasma field. Keith rockets out in his GM Cannon to help. Nina also arrives at the scene in a space raft and begs Kelley to stop, adding that Gato is already fighting. Keith opens fire on the Val-Walo, and Kelley dodges, circles, and returns fire. Kelley hits both the GM Cannon and the space raft. His MS crippled, Keith fires at one of the plasma pods. Unit 1 destroys the others. Kou yells for Nina, but sees only a motionless figure floating on the surface. Filled with rage, he opens fire on the Val-Walo with the beam rifle, but the beams merely bounce off the armor. Suddenly, the Val-Walo twists and pops out a claw, gripping Unit 1 by the waist. Kou separates the Gundam's upper body from the legs, and draws a beam saber! Kou plunges the saber into the Val-Walo.

He begs Kelley to eject, but Kelley answers that he didn't build an eject mechanism. The Val-Walo explodes. Sometime later, Nina awakens and sees the Gundam before her. Kou asks her to stay with him forever, and they embrace.

## Episode 8: The Sector of Conspiracy

The Albion is heading for the Solomon sector, to serve as a guard in the Federation naval review which is two days away. Captain Sinapus wonders if this naval review is the Federation's way of showing off. Meanwhile, Bait's MS squadron makes visual contact with a ship detected earlier by the Albion. It is the Birmingham, the ship of Admiral Green Wyatt, Chief Inspector of the upcoming review.

Lt. Burning continues to train Kou and Keith in space combat. Kou has improved considerably and has learned to fly the Full Vernian well. Kou shoots Burning down in the combat exercise. Burning, feeling rather old, wonders how long he could continue flying a MS.

On their way back to the ship, Keith panics when he spots something huge on his sensors. Burning explains to Keith and Kou that the objects ahead are space colonies. A colony which was damaged during the war is being moved from Side 1 to Side 3, the second phase of a colony recycling project.

Back on the Albion, Kou chats with Nina over his mock combat victory. Kou first refers to the Gundam as 'his', then 'our' Gundam. Nina is surprised that Kou is using the word 'ore' instead of the more polite 'boku' to refer to himself. Meanwhile, Burning pays the ship doctor a visit, who finds nothing wrong with him. Lt. Burning bumps into Captain Sinapus, who is there for his daily allowance of alcohol. Sinapus invites Burning to join him for a drink.

On Nina's prodding, Kou attempts to overcome his distaste of carrots. Keith walks in with sexy pictures of Nina. Mora found them in the cockpit of Monsha's GM, and Keith 'liberated' the pictures from her care. Keith is annoyed by Kou's inability to see some value in them. Keith convinces Kou to find out more about women, 'inside and out.'

While Sinapus and Burning chat over drinks, Sinapus suggests that Burning is too old to compete with younger pilots. Burning disagrees, saying what matters is the strength of his will. Sinapus brings up the topic of Burning's wife on Earth, and Burning hesitantly reveals that he and his wife have been separated for a long time.

In another part of space, Gato reunites with Karius, the sole survivor of his old patrol squadron. Karius mentions that they had a chance encounter with the Cima Fleet. Gato notes that this is not the sector to which Cima is assigned to. Meanwhile, both Cima Fleet and the Birmingham anxiously await their rendezvous.

The Albion gets a visit from a supply ship. By this time, Mora has learned about the pictures, and gives chase. Mora corners Keith, then Kou. Kou says he placed the pictures in the shredder, but Mora refuses to believe him. Nina notes the books dropped by Kou. She tells Mora not to worry, as long as Kou reads those types of books. The

books' titles are 'The ABC of Women,' 'Treatise on Spacenoid Women,' and 'The Secret of a Woman's Body.'

Burning bursts onto the scene, angry that the two pilots are late in coming to their new posts. The alarm goes off. A battleship is detected in the area where the Birmingham is. Burning's team is launched to intercept, while Bait's team goes on standby.

On the Birmingham, Wyatt remains cool as he looks forward to buying information from the Cima Fleet. Then the Birmingham receives a message from the Albion, saying that mobile suits are on their way to assist. Cima's crew panics as they see the Birmingham swerving, thinking that the Birmingham is betraying them. Cima remains undaunted, even when the Birmingham opens fire. One of Cima Fleet's ships is destroyed, but Cima chuckles. She knows that the Birmingham deliberately missed her flagship because they want her to get away.

As Burning's squadron arrives, Kou immediately recognizes Cima's flagship, the Lili Marleen. Cima, blood-thirsty as ever, goes out in her Gelgoog Marine. She recognizes Kou's MS, and wonders why he hasn't learned his lesson. All hell erupts. In the ruins of the sunken ship, Burning spots the body of a courier with a briefcase handcuffed to it. Burning exits his MS and retrieves the briefcase, but as soon as he comes back he finds Cima's Gelgoog dead ahead. Burning's GM squares off with the Gelgoog. Two other Gelgoogs arrive on the scene, but the Lili Marleen has retreated too far, forcing the Gelgoogs to return to their ship while they still can. As Cima exits, she shows no concern in abandoning the information, since it is Gato who will pay the price.

On the way back to the Albion, Kou apologize for the delayed launch, but Burning already knows about the pictures. He praises Kou and Keith, saying that they have become true soldiers because they fought with enemies on equal terms. Burning tells Kou that he should have kept at least one picture of Nina. When Kou asks Burning if he carries any such things, Burning looks at his wife's photo.

Burning notices the briefcase and decides to read it before landing. It contains the execution guideline of Operation Stardust for the Solomon sector. It mentions Unit 2 and Gato. Burning discovers the operation's true objective, but before he can inform Kou, his GM shakes violently. The hit taken by the GM earlier erupts and destroys the MS.

The crew mourns over the loss of Lt. Burning in the hangar. On the bridge, Nina hands Captain Sinapus the letter she found. It is for Lt. Burning, from his wife Sylvia. She wasn't able to give it to Burning before the launch. Sinapus says that he will write a reply to it. Because of the loss of Lt. Burning, Captain Sinapus issues wartime commissions to Lt. Junior Grade Alpha A. Bait and Ensign Kou Uraki, raising their ranks by one step each.





## HEAVY ARMOR

By Marc-Alexandre Vézina

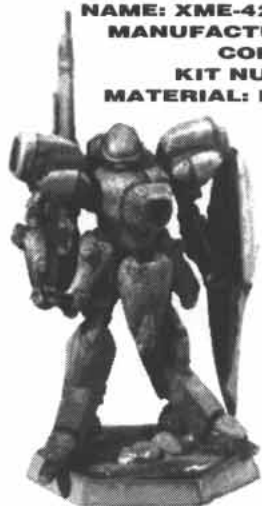
This all-new Mecha feature will be a regular column in our pages. **HEAVY ARMOR** proposes to take a look at some of the metal miniatures available on the market for mechanized science-fiction gamers and modelers. Thus, while mecha and powersuits will often be reviewed, don't be surprised to see a tank or a fighter once in a while. After all, what's your robot gonna stomp when all the other metal giants are down?

The reviews will mostly be centered on the molding and general appearance of the miniature as it comes out of its package. Whenever possible, accuracy will be checked against the gaming illustration which served as template. Other review criteria will include molding quality, details and so forth. All models are gray-primed and drybrushed to bring out the details.

The lead ban in the state of New York forced several companies to change their casting metal, so a "Material" entry was added to the description of each model.

And now, the first installment of... **HEAVY ARMOR**.

NAME: XME-423X VANDAL  
MANUFACTURER: RAFM COMPANY, INC.  
KIT NUMBER: 1016  
MATERIAL: LEAD ALLOY



The Vandal is one of the new generation of mektons built with the Techbook technology. It is also one of the hottest designs ever to come from R. Talsorian.

The miniature is quite big — even if the Vandal is supposed to be "only" 10.8 meters high, it dominates the other mektons by a good scale centimeter. This must be attributed to artistic license on the part of the sculptor, but given the exceptional looks of the Vandal, it only enhances the model.

The kit is composed of five parts: the mekton itself, an oddly-shaped shield, two beam shotguns and one hexagonal base. Flash and mold lines are discrete and easy to remove. The arms are connected to the thigh armor plates, but it is a simple business to cut them loose with a sharp X-Acto knife. The arch of the feet is filled, a necessary evil for molding purpose.

NAME: BEHEMOTH  
MANUFACTURER: RAL PARTHA ENTERPRISES, INC.  
KIT NUMBER: 20-792  
MATERIAL: RALIDIUM™ ALLOY



The Behemoth graced the cover of the Battletech Technical Readout 3055. An early design for the Marauder II, it ended up as an oddly conceived Clan second-line Battlemech. The cover art of TR3055 provides the most accurate reference to build this model. The miniature captures the general look of the machine very well, even if the leg units are a bit too small.

This kit is molded in Ral Partha's new Ralidium, a pewter alloy designed to escape the lead ban in the state. It is harder and more brittle than traditional lead alloy, which makes removing the mold lines more difficult. The cannons were bent, but it was a simple matter to bend them back to shape. Be careful not to exert too much strength because the Ralidium may snap.

The only real difficulty came from removing the mold line running inside the legs. Other than that, the kit is a breeze to build.

NAME: SFX20-D DRAKAR  
MANUFACTURER: METAL EXPRESS (RAFM)  
KIT NUMBER: 918



Introduced in "Overkill: the Ptolemean wars", the Drakar is a three-man gunboat with heavy armament. Although it is supposed to be bigger than a normal fighter, the miniature is hex-sized like the others fighters in the series (which is quite large, by the way). Each package contains two fighters.

The model is very faithful to the illustration in the game book — in fact, it looks better. The detailing is simple yet well-defined. The one-piece molding causes a mold line to run the side of the fuselage, but it is easy to remove since the sides are mostly flat. The two-piece stand is clear and well-molded. It's better to glue the miniature on the stand with epoxy since the pin is not big enough for proper support.

These models will be fast disappearing from the shelves because of their lead content. Now's the time to get them before they are replaced by more expensive pewter versions!

NAME: GLITTERBOY POWERED ARMOR  
MANUFACTURER: RAFM COMPANY, INC.  
KIT NUMBER: NOT AVAILABLE  
MATERIAL: NON-LEAD METAL ALLOY



When Rifts™ was introduced, few machines caught the attention of the readers more than the Glitterboy Powered Armor. Armed with a large supersonic railgun, it instantly became a favorite among the fans.

The large miniature is composed of four pieces and includes a scale crewman. The crewman is rather small for the scale but is otherwise adequate. According to Kevin Long's design, the legs of the Glitterboy should have been longer and the head smaller. Heavy mold lines were all over the parts, but this should be corrected by now. The multiple fan exhausts of the backpack were hard to clean up: be careful and go slowly.

Because of the stiff posture of the figure, the main barrel of the railgun and its ammo line were hard to align correctly. You may have to slightly bend the ammo feed to get it in.

The best way to finish this model is to carefully sand it with very fine sandpaper to get a smooth surface, then to apply a chrome paint with either an airbrush or a spray can. Polish to a dazzling shine, and voilà!

## Conclusion

This concludes the first instalment of our new chronicle. It will carry over to Mecha Gear, so be prepared to see even more miniature reviews in the near future!

## SO YOU CAN'T AFFORD BANDAI...

By Stephen Bierce

It happened before: you just finished the last Revell or Testors Macross kit in the state yesterday and still need to add another mecha to your private arsenal. Unfortunately, the nearest place to get new anime kits is miles away and carries only Bandai! You can't justify either the drive or the expense: you want some moolah left over for next month's installment of your favorite manga. What are you going to do?

DON'T PANIC! Japan isn't your only source of science-fiction models. Japan's neighbor to the west, South Korea, makes the same varieties of kits that made you a mecha fan in the first place. So relax, turn up the image album you're listening to, and read on.

H.P. Models is an export consortium of several Korean plastic model companies (Academy, Idea, Ace, and other). They started at the same time as the Japanese firms — and did so by making copies of Japanese merchandise. You'll often see the similarities that an Idea kit shares with an Hasegawa, or an Academy with a Fujimi. The Koreans have the "knock off" business down to an art. The kits are almost of the same visual quality for a competitive price. Only an experienced modeler can see the difference, and that's the point. It may be easier to get H.P. kits at your local hobby shop than you think. If the store carries ESCI, Airfix, Heller or Matchbox models then it's likely they can get H.P.'s as well. So, let's go shopping...

### Overview

Korean kits are "no frills." No decals, poly caps or even clear parts on a Korean anime model; most are snap or screw-together assembly (model cement must be a controlled substance in some Asian countries). Some kits have foil peel-and-stick markings that are better left unused. Another sticking point — no international instructions, only pictures and Korean writing. However this won't be a problem if you have built a couple of models before.

The Korean have three major ways of dodging the "Khoppi Rites" involving models kits:

- 1) changing the specifics of construction, i.e. moving or adding locator pins;
- 2) changing the sprue layout;
- 3) molding the kit in a different color than the original.

The first method only means that some parts are interchangeable with the Japanese version, while other are not. The second method is just a formality which doesn't affect model building. The third can cause problem: in fact it means you might have to apply several additional coats of paint on the model just to get it to look like the "prototype".

### Getting started

A good idea, whatever the kit's origin, is to wash the sprues and plastic parts in a mixture of soap and warm water to clean off the mold release agents and dirt the parts might have collected. This allows better glue and paint adhesion. While the model is soaking, take the time to plan how you'll build and finish it. A good idea is to write your observations on file cards which will be kept with the model's instructions. This way, even if you are working with dozens of parts at one time, you are not confusing yourself.

You don't need to know how to read Korean to build these kits. The layouts of

the instruction sheets are generally the same as those found in the Western manufacturer's kits. Sometimes, if a particular section or illustration looks confusing, look at the other sections and at the sprues themselves for reference; then take notes on the sheet itself or on a file card. Of course, if you have information on your mecha "prototype" from the show or related material, that's all the better!

After washing the sprues, rinse them and let them dry on paper towels. Now is a good time to be sure you have all the tools you need: nail clipper or flush clipper for cutting parts out of the sprues; a very sharp hobby knife (usually there is a lot of flash to remove); sandpaper, files, emery boards and putty; cement; clamps or rubber bands; paints; a screwdriver (as said before, several Korean models are screw-together construction. A small Phillips head driver is ideal); paint brushes and airbrush (optional); paint thinner.

Since the construction of all mecha is modular, it's a good idea to build by sub-assemblies. Be sure to keep lefts left and rights right. This is where your notes will come in handy.

Screw-together construction can be a challenge. Avoid the urge to sock the screws in too tight: this is plastic you're



A typical Bandai kit...



working with, not hardwood! On non-vital parts, just glue them together and leave the screws alone. After assembly, make sheet styrene covers to hide the pilot holes. If done right, a combination of styrene and filler putty will make even large holes unnoticeable.

If built from the box, a mecha model will normally be in the "parade ground" stiff posture you always see in model sheet drawings. If you have some experience, you can modify the kit to give it more mobility, using either homemade or ball-type joints. Or simply glue it in an interesting pose. However, practice on a previously built model before trying it on a brand new kit.

## Tip number one: know what you're modeling!

One of the first Korean kits the author bought was the infamous "Macross versus Go-Lion" set (H.P. Models F118). The Macross half was a 1/170 scale HEWAT Valkyrie Battroid copied on the ARII VF-15 model. Surprise, the locator pins to attach the booster pods to the rear torso were on the wrong side! If he hadn't built Macross kits before, he would have assembled the parts wrong and messed up.



Typical Korean kits.

## Tip number two: be prepared!

Another thing about Korean kits: sometimes they try your model-building skills. You have to be just as careful about flash and locator pins as with any other model. Always test-fit. On one kit, a large portion of a pin had to be sanded away so two parts could align. On the same kit, the ejector pins had torn through the front torso and left small holes that had to be filled. This is extreme, but you might encounter this phenomenon with any kit.

Some Korean kits use different formulas of styrene plastic than the more common Western varieties. Don't tempt fate. The best way is with regular store-shelf paints, perhaps thinned a little for better flow. Don't apply too thick — and don't use home-mixed paints without testing it on a clipping of sprue to check its viability. You might try home-brew on a Korean part and find the paint eating right into the plastic!

Korean kits are "no frills."



## Tip number three: A darn good way of cleaning paint brushes.

After using the brush, dip it into a bottle of thinner a few times and have it slightly damp. Then take it to a sink. Wet your hand in warm water and put a dab of liquid hand soap or dish detergent in your palm, then swish the brush in your palm. Repeat the process of adding soap until the pigment is no longer noticeable. Rinse the brush (and your hand) under the faucet. Dry the brush carefully with a paper towel. This method has even been known to make useful brushes that long ago were unfit for duty. Try it!

## Conclusion

As said before, decals are not included in Korean kits. You pretty much have to rely on spare decals you've accumulated from all your other kits and improvise. Another help is the rub-off lettering sold at office-supply stores. Standard Operating Procedure: a coat of gloss clear paint, then decals, then a second coat of clear paint — flat or gloss, depending on your taste. Always allow plenty of time for any paint to dry.

That was painless! Before you know it, you'll have a whole regiment of new anime models. Your buddies will wonder... "Hey! Where did you get that?"



...and it's Korean copy.

## NEW ARRIVALS AT NEW TYPE HOBBIES AND TOYS

### SPECIAL EDITION JAF-CON'93 KITS: (Limited Quantities Only)

#### RESIN & VINYL KITS:

##### \*\*\* Kotobukiya \*\*\*

BKMS004	RX-78GP02A 1/100 F.A. (Gundam 0083)	\$500.00
BKMS005	RX-78GP03S 1/100 F.A. (Gundam 0083)	\$300.00
BKMS006	RGM-79 + RGM-79C 1/144 (Gundam 0083)	\$240.00

##### \*\*\* Max Factory \*\*\*

MXFS01	MSZ-006 Z-Gundam 1/72	\$720.00
--------	-----------------------	----------

##### \*\*\* Misc \*\*\*

MISC006	MSA-011 S-Gundam 1/100	\$400.00
MISC007	RX-78 Gundam 1/100	\$240.00
MISC008	RGM-79Q "Que" N/S	\$130.00
MISC009	Chun-Li 1/8 resin	\$120.00
MISC010	Ginrei 1/24 resin	\$20.00

##### \*\*\* Wave \*\*\*

WAVS01	RX-78GP02A 1/100 (Gundam 0083)	\$450.00
WAVS02	F91 Back Cannon Use 1/144 (Gundam F91)	\$200.00
WAVS03	MS-06F Zaku Mine Layer 1/100 resin (JAF-CON'92 kit)	\$180.00

##### \*\*\* Yellow Submarine \*\*\*

YSMS01	RX-78 Gundam 1/100 resin	\$450.00
--------	--------------------------	----------

#### RESIN & VINYL KITS:

##### \*\*\* B-Club \*\*\*

BC-374	Karin Raimon 1/8 resin (Orig. Design Michitaka Kikuchi)	\$90.00
BC-488	Guile 1/8 resin (Street Fighter II)	\$90.00
BC-1522	RX-78 Gundam Version Katoki 1/144 resin	\$100.00
BC-1498	Video Girl Ai I in short jacket & skirt 1/8 resin	\$85.00
BC-1507	Video Girl Ai II in her regular uniform 1/8 resin	\$85.00

##### \*\*\* Falchion \*\*\*

FA002	Ebira Ocean Monster 1/150 vinyl	\$78.00
FA003	Mothra Larva 1/350 vinyl	\$58.00
FA004	Mamono Hunter Yohko 1/5 vinyl	\$78.00

##### \*\*\* G-Port \*\*\*

G-P02	Sailor Mars 1/8 resin (Sailor Moon)	\$85.00
G-P03	Sailor Jupiter 1/8 resin (Sailor Moon)	\$95.00
G-P04	Rei Hino in Kimono Dress 1/8 resin	\$80.00
G-P05	Ami Mizuno 1/8 resin (Hobby Japan EX Sum'93 p.14)	\$85.00
G-P06	Rei Hino in Swimsuit 1/8 resin (Hobby Japan EX Sum'93 p.15)	\$80.00
G-P07	Ami Mizuno in Swimsuit 1/8 resin	\$80.00
G-P08	Rei Hino in Summer Uniform 1/8 resin	\$90.00
G-P09	Ginrei I 1/8 resin (Giant Robo)	\$90.00
G-P10	Ginrei II 1/8 resin (Giant Robo)	\$90.00
G-P11	Ishitar 1/8 resin (Macross II)	\$70.00
G-P12	Sylvie Gena 1/8 resin (Macross II)	\$65.00

##### \*\*\* Horizon \*\*\*

HC061	Raptor Velociraptor 1/5 vinyl (Jurassic Park)	\$55.00
HC062	Spitter Dilophosaurus 1/4 vinyl (Jurassic Park)	\$55.00
HC063	T-Rex Tyrannosaurus Rex 1/16 Vinyl (Jurassic Park)	\$55.00
HC064	Brachiosaur Brontosaurus 1/19 vinyl (Jurassic Park)	\$120.00

##### \*\*\* Kaiyodo \*\*\*

KA064	Deedlit on branch 1/10 resin (Record of Lodoss War)	\$80.00
KA080	Pai 1/6 vinyl (3x3 Eyes)	\$70.00
KA071	Misty May 1/5 resin	\$110.00
KA156	Ginrei I 1/6 resin (Giant Robo)	\$100.00
KA157	Ginrei II 1/6 resin (Giant Robo)	\$110.00
KA158	Tristan 1/100 resin	\$250.00
KA159	Godzilla 1962 1/100 vinyl	\$280.00
KA160	Godzilla 1964 1/100 vinyl	\$280.00
KA161	China Reimi 1/8 resin #11 (Galaxy Fraulein)	\$85.00
KA162	Kagurazaka Yuna 1/8 resin (Galaxy Fraulein)	\$78.00

##### \*\*\* Musasiya \*\*\*

MU063	Ukyo I 1/8 resin holding big spatula	\$78.00
MU064	Shampoo - I love you 1/6 resin	\$100.00
MU065	Shampoo '93 1/6 resin	\$110.00

MU066	Asura holding a little pig in arms 1/6 resin	\$110.00
MU067	Anice Farm in 2 pcs bathing suit on mirror 1/6 resin	\$130.00
MU068	Chun-Li Spinning Kick 1/8 resin	\$88.00

##### \*\*\* P-Unit \*\*\* (Resin Kits)

P-U01	Ms Nishimura (kneeling holding shirt on chest) 1/6	\$100.00
P-U02	Ms Yamaguchi (on back with legs in red garter) 1/6	\$100.00
P-U03	Ms Fujimori (Bunny) 1/6	\$120.00
P-U04	Mai (holding jitte baton) 1/6	\$110.00
P-U05	Ms Sakakibara (pulling g-string & looking back) 1/6	\$120.00
P-U06	Ms Tominaga (bent over, arms flung back) 1/6	\$110.00

##### \*\*\* REALIZE \*\*\*

REA01	Dragon Rei 1/8 resin	\$100.00
REA02	Alicia in Bunny Custom VA-Type I 1/8 resin (Rush)	\$75.00
REA03	Barbara in Bunny Custom VA-Type II 1/8 resin (Rush)	\$75.00
REA04	Diana in Bunny Custom VA-Type IV 1/8 resin (Rush)	\$75.00

##### \*\*\* Volks \*\*\*

VOL097	Devil Silene 1/6 resin (Devil Man)	\$85.00
VOL115	Imago Mothra 1/350 resin #20 (Godzilla)	\$96.00
VOL162	Devil Man (missing left arm) 1/6 resin (Devil Man)	\$80.00
VOL163	Baragn 1/350 resin (Godzilla)	\$80.00
VOL164	Mecha Godzilla #26 resin (Godzilla)	\$90.00
VOL165	Godzilla 1991 (Godzilla vs King Ghidrah) 1/350 resin	\$115.00
VOL166	Godzilla 1993 (Godzilla vs Mothra) 1/350 resin	\$115.00
VOL167	Godzilla (Godzilla vs Mothra Diorama) N/S resin	\$130.00
VOL168	Latch Burn SSR-92 N/S resin	\$95.00
VOL169	Siepinir Rune Masquer N/S resin (Panzer World)	\$150.00
VOL170	Kiddy Phenil 1/8 resin (Silent Mobius Movie)	\$75.00
VOL171	Lebia Maverick 1/8 resin (Silent Mobius Movie)	\$75.00
VOL172	Rally Cheyenne 1/8 resin (Silent Mobius Movie)	\$75.00
VOL173	Katsumi Liqueur 1/8 resin (Silent Mobius Movie)	\$75.00

##### \*\*\* Wave \*\*\*

WAV046	Orange Hargun 1/32 resin (Megazone 23 III)	\$100.00
WAV125	EX Garland Motoform 1/32 vinyl (Megazone 23 III) rare!	\$60.00
WAV126	Maglow #4 1/144 resin (F.S.S.)	\$70.00
WAV127	Air Ballele Me-2 Type 62C #6 1/144 resin (F.S.S.)	\$65.00
WAV128	Junchoon odk real face #10 1/144 resin (F.S.S.)	\$90.00
WAV129	Led Mirage Joker 3100 #12 1/144 resin (F.S.S.)	\$120.00
WAV130	Led Mirage ED Joker 3100 1/144 resin F.A. (F.S.S.)	\$170.00
WAV131	ATM-FX Testa-Rossa 1/35 resin (Blue Knight)	\$170.00

#### PLASTIC MODEL KITS:

##### Gundam: Mobile Suit Normal Type

BG708	Gun Tank 1/144	\$10.50
BG18	Gun Cannon 1/144	\$6.50
BG211	White Base 1/1200	\$21.50

##### Gundam: Mobile Suit Variation Series

BGB06	MS-06M Zaku Marine Type 1/144	\$10.00
BGB24	MS-06E3 Zaku Flipper 1/144	\$10.00
BGB28	RX-77-4 Gun Cannon II 1/144	\$10.00

##### Mobile Suit Zeta Gundam

BZG18	MSA-003 Nemo 1/144	\$9.00
BZG37	Pallas Athena 1/144	\$14.00

##### Victory Gundam Series

BVG-01	LM312V04 Victory Gundam HG 1/100	\$24.00
BGVC-01	LM312V04 V-Gundam 1/144	\$8.00
BGVC-02	LM111E02 Gun EZ 1/144	\$8.00
BGVC-03	RGM-119 James Gun 1/144	\$8.00
BGVC-04	ZM-S09G Tomilat 1/144	\$8.00
BGVC-05	ZM-S06S Zoloat 1/144	\$8.00
BGVC-06	RGM-122 Jyabirin 1/144	\$8.00

Attention: The Patlabor is back in stock.  
Get them while quantities last!!

##### Patlabor

BPL02	AV-98 Ingram #2 1/60	\$12.00
BPL03	Type 78/28 Brocken 1/60	\$12.00
BPL04	ARL-998 Helldiver 1/60	\$12.00
BPL05	AV-XD Type Zero 1/60	\$12.00
BPL06	Type R13-EX 1/60	\$12.00
BPL09	AV-98 Ingram Special 1/60	\$12.00

Deedlit on Branch 1/10 Kaiyodo



Video Girl Ai II 1/8 B-Club



Ginrei 1/6 Kaiyodo



MSZ-006 Z-Gundam 1/72 Max Factory



V-Gundam 1/144 Bandai



RX-78 Gundam Version Katoki 1/144 B-Club



# New Type

H o b b i e s   a n d   T o y s

MODELS, GARAGE KITS AND OTHER JAPANIMATION GOODS



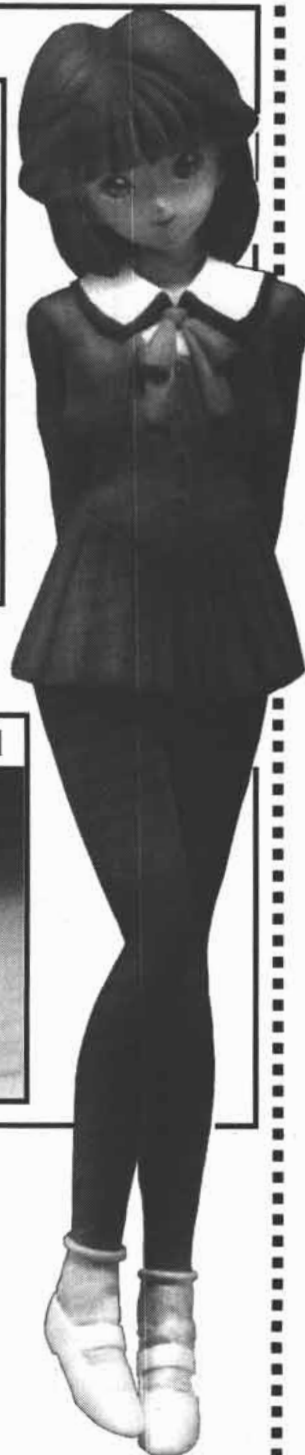
MAI WITH JITTE BATON



FUJIMORI BUNNY



INTRON DEPOT



TEKKAMAN BLADE



MACROSS II



GUNDAM 0083/F91

## NEW TYPE

1531 B 10th Avenue  
San Francisco, CA 94122  
U.S.A.

Tel.: (415) 731-3077

### Store hours:

Sat. and Sun.: 10:30 AM to 6:30 PM

Mon. to Fri.: 6:30 PM to 9:30 PM

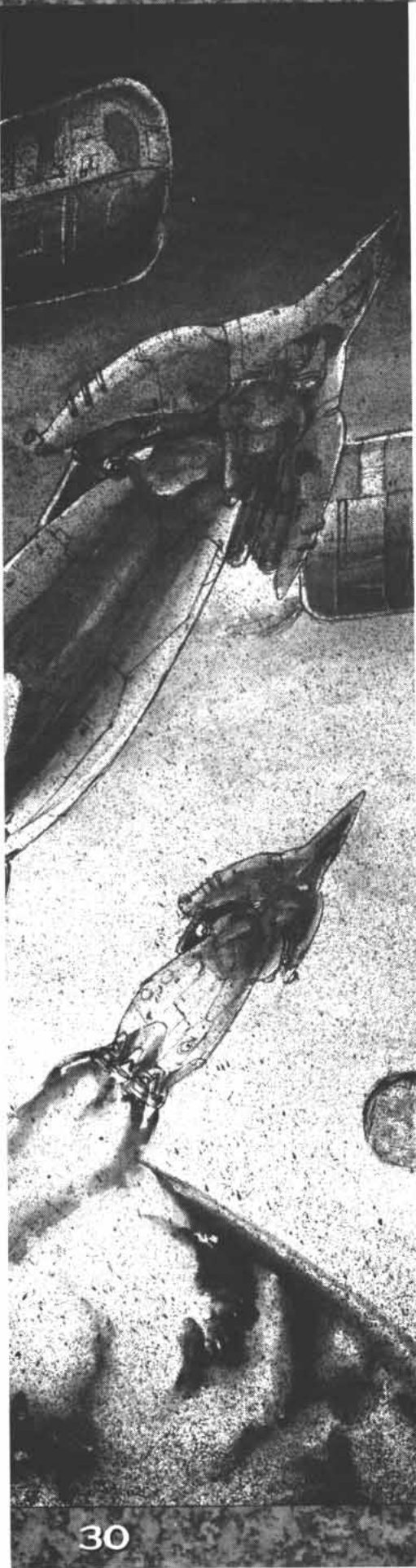
By appointment only

Mail order catalog: \$2.00

Foreign Catalog: \$5.00



**The greatest selection  
of Garage Kits in  
America**



## JOVIAN CHRONICLES INTRODUCTION

By Marc-Alexandre Vézina

Dream Pod 9, Ianus Publications' gaming division, has been publishing a line of Alternate Reality Universe books for Cyberpunk 2.0.2.0. for more than a year now. Made possible by a licensing agreement with R. Talsorian Games Inc., this line brings dark horror to the already hopeless world of the Cyberpunk era.

And now, Dream Pod 9 is proud to present the JOVIAN CHRONICLES sourcebook, the first result of their new Mektron II licensing agreement with R. Talsorian. This new addition to DP9's fast growing line of licensed products is already hailed as one of the year's best books!

### What are the Jovian Chronicles?

The Jovian Chronicles are a new game universe for the widely acclaimed Mektron II role-playing game. Greatly inspired by Japanese science-fiction and giant robots animations, the sourcebook will take you beyond the confines of planet Earth to discover a solar system on the brink of war. Along the way, the players will interact with a rich cast of characters and possibly alter forever the destiny of the Jovian Confederation, if not the human race!

To play with this book, you will need a copy of the Mektron II rulebook and learn how to use it. The character generation, technology and combat rules of that game system are the basis for the Jovian Chronicles. Having a copy of the Mektron

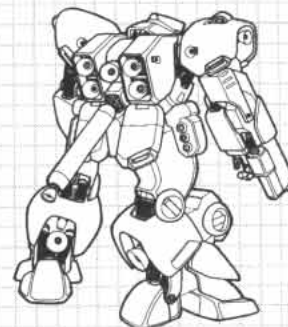
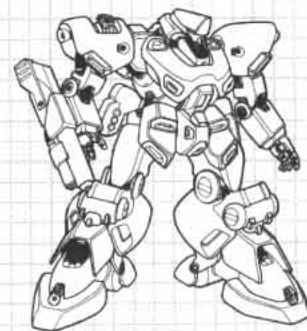
Techbook and of the Mektron Empire handy is also advisable since many mechanical designs use systems described in those books.

### The Setting

The year is 2210. Mankind has expanded into space since the beginning of the twenty-first century, establishing colonies on or around the various planets of the solar system.

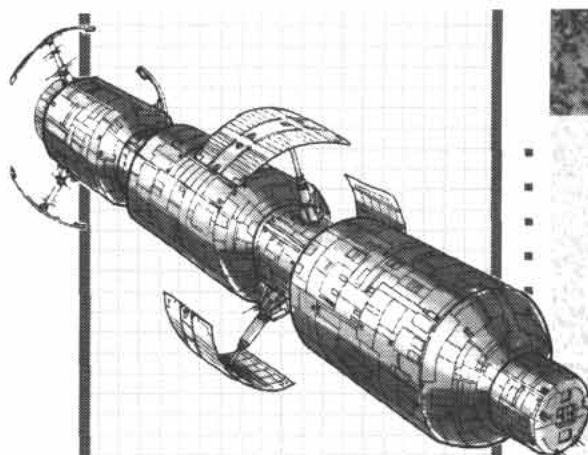
More than a century ago, the governments of Earth collapsed, leaving the planet in a state of civil war and unable to care for its off-world colonies. The colonies then became independent, absorbing a steady flow of refugees from the war-torn Earth and surviving as best they could.

The war has been over for almost three decades now, and the colonies are now called the settlements, or "countries", of the solar system. The United Nations still exist, serving as a neutral ground for the governments of the various planets. The new Earth government, however, has aggressive policies which threaten the new-found peace of the solar system.



The MEAM-01 Defender.





A typical Jovian colony.



## The Sourcebook

The book itself is a visually stunning presentation of the life in the solar system of the twenty-third century, with full discussions of the social, economic and technological aspect of this game universe.

An impressive cast of 32 fully detailed Non-Player Characters and suggestions for a twelve-part campaign allow the Game Master to throw his playing group right into the action. Four pregenerated characters are available for those wishing to start right away.

For the more technical minded, 9 complete exo-armors (mecha) designs are included with technical cut-aways as well as complete gaming statistics. Also available are two powersuit designs, one spacefighter and ten ships complete with interior floorplans. All this crammed into 112 pages of futuristic excitement!

## The Exo-Armors

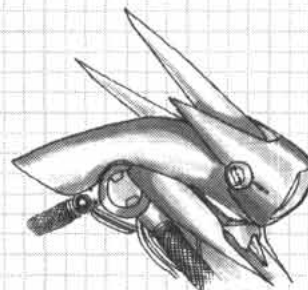
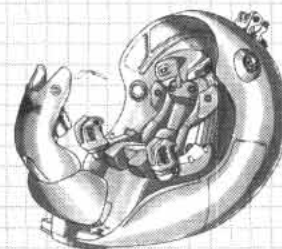
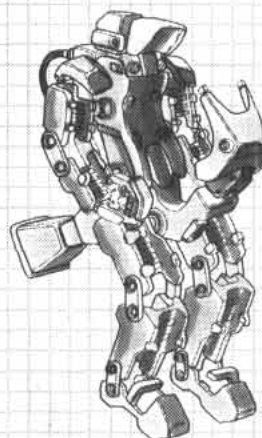
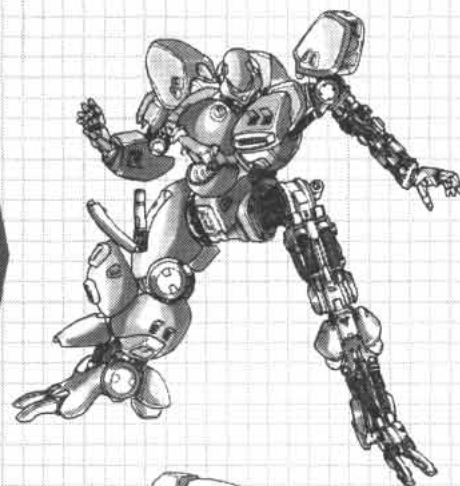
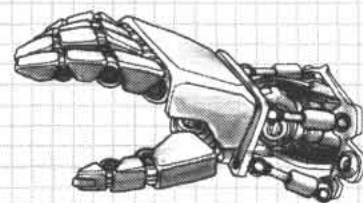
Armies of the twenty-third century use giant powersuits called exo-armors in addition to the more traditional tanks, aerofighters, powersuits and spaceships.

The exo-armors (short for exo-skeleton, armored) are the ultimate evolution of the personal combat space suit of the early twenty-first century. Originally no larger than a man, they increased in size until some of the biggest were nothing less than small ships. This was necessary in order to carry the enormous amount of fuel, armament, and electronics necessary to accomplish their assigned mission. Spacefighters remain in use, but their lack of maneuverability (compared to exo-armors) confines them to patrol, strike and fire-support roles.

A vehicle is called an exo-armor when its control system is a linear frame (see below). Exo-armors are usually classified in five categories: exo-suit, light, medium, heavy, and exo-ship.

The linear frame is the main control element of the exo-armor. It looks like an industrial exo-skeleton and completely supports the pilot; it also reproduces his every movement. The exo-armor's onboard drive computer then interprets the motions and moves the armor's limbs accordingly, firing apogee motors as needed to compensate. This gives the exo-armor an uncanny maneuverability as well as a strangely human grace. The frame also protects the pilot from shock and strong gee forces, reorienting itself in the cockpit as needed.

Space flight is controlled via special joysticks located near the hand controls. All relevant information (IFF, targeting, velocity, etc) is displayed in the special virtual reality helmet worn by the pilot.



## BATTLETECH: SHIELD RULES

By Stéphane Matis

June 4th, 2770  
Michigan Institute of Technology,  
Terra, Terran Hegemony

Small darkened amphitheater filled with students. A professor standing inside a hologram of a *Marauder*, pointing at individual components.

"As you can see, the newest design goals are taking us away from the humanoid form. We are now looking at insects as the best representation of BattleMechs, due to the chitaneous protection inherent in their shape. Their armor is overlapped in natural progression, not requiring anything as silly as the proposed shield experiments..."

"Professor!"

"Oh... Buckaroo, I suppose you have something to say against that..." <grunt>

"Well sir, I don't believe that the idea of using shields should be dismissed in an offhand manner. As we all know, BattleMechs are mostly bipedal humanoid combat machines, with all the inherent advantages and

disadvantages of knights of past. In both hand-to-hand and long range engagements, shields were capable of limiting damage to the combatant for extended periods. That would be a boon."

"Well, yes... but you forget that the crossbow put an end to most useful shields in combat. As for long range confrontation, anti-missile system can take care of the majority of incoming warheads. What you are proposing is to shift into the archaic, where battles are fought close in with punches and kicks... and I wouldn't be surprised that next thing you would propose are swords, clubs and axes for your designs. Such barbarisms in warfare have long departed in favor of long range, clean fights, where technology has more effect over the outcome."

You may be a learned scholar and excellent surgeon Dr. Banzai, but you have no talent for modern warfare. I suggest you stick to your hobbies like time travel!"

<Laugh> Good. The whole class is laughing at him... I knew that this crack about Dr. Banzai and his "team's" arrival in 2764 Terra would get the students going. What a bunch of silly lies! Time travel! Indeed! <Snort>

June 5th, 3056  
New Avalon Institute of Science  
New Avalon, Federated Commonwealth

"Wow! Take a look at that!"

"Oh, that's the latest Team Banzai creation. Hey Jack, stop gaping like an imbecile."

"I know it's a Team Banzai Mech, but look at that monster! It must weigh at least 60 tons! Look, it's equipped with one of those new SHIELDS! That is Mondo Cool!"

"You are such a mechnerd Jack! I mean, really, who gives a snake's armpit about some funky Banzai creation anyway. Not like they gonna build many of them. That thing is way too radical to be accepted by the military."

"Oh yeah Miss Know-it-all! Well, for your information Tracy, that thing is the Top Secret SWRD-2X1 *Swordsman* and it just got cleared by the Prince for combat testing."

"Bah! It will never get anywhere! The Clans will have it for breakfast!"

Hmm... so this is the *Swordsman*. Good, let's get a couple of close-ups and drop the film chip off tonight. Precentor Azziz will be proud of my work!

## SHIELDS

The enigmatic Team Banzai is at it again. They were contracted by the Federated Commonwealth Military to experiment with any wild ideas that may help with the fight against the Clans. Given such a "carte blanche", the design team revived even the oldest of their research ideas. Thus, the dusty files describing the BattleMech shield came to light again.

### Designing a Shield

The shield technology presented herein was first proposed during the years of Star League. The Arthurian design style in full swing, swords and shields received some attention. The bane of all this research was the *Marauder* BattleMech and its progeny. The purely humanoid shapes were forever banished from research and development. The insectoid designs were in ascendance.

Shields are built exclusively with Endo Steel base covered with Ferro-Aluminum armor. (Ferro Aluminum is the Ferro Fibrous armor used on fighters — ed.) The production resembles that of advanced Aerospace fighters. Originally, the general shape of the shield was to be rectangular, with smoothed corners. While in re-design, Team Banzai chose the stretched hexagon shape instead. The shield's shape doesn't really affect its effectiveness, but Team Banzai has a reputation to maintain.

- The shield's weight, minus five percent (5%) of the BattleMech's weight, is added to the total 'Mech weight like a weapon. The five percent weight reduction comes from the fact that a BattleMech can lift and carry up to that amount in one hand without penalties. This is a freebie, so enjoy! (of course this means that you can't pick up anything unless you drop the shield.)

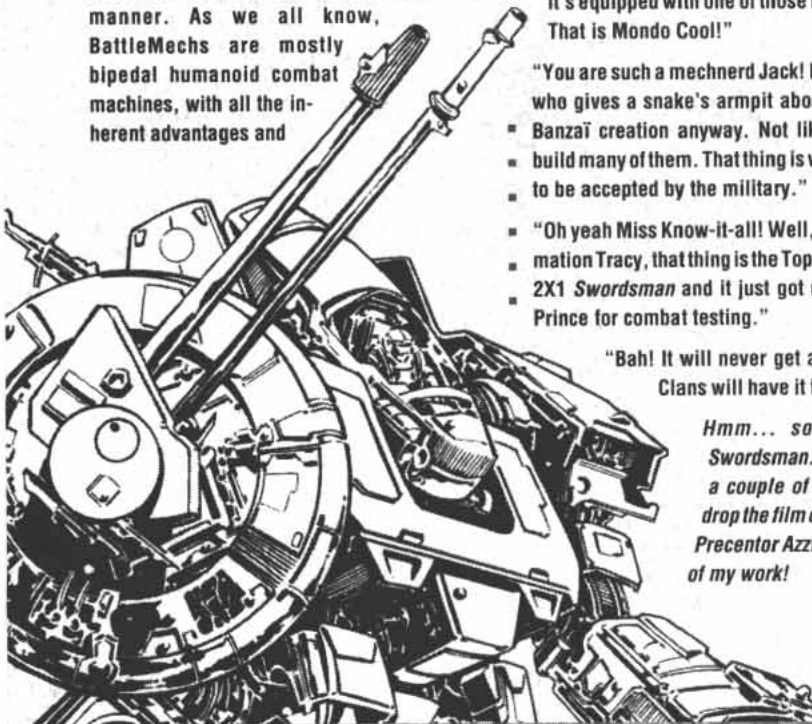
- The shield's internal structure is designed in increments of 0.5 tons. Each increment gives 8 points of internal structure.

- Ferro-Aluminum armor can be bought in increments of 0.5 tons, much like for a 'Mech, but the maximum armor is up to three (x3) times that of the internal structure, much like the head of a 'Mech.

- The shield takes a single critical in the shield carrying arm. If the critical is damaged, the connection will break off, leaving the shield behind. All shields are detachable and are equipped with a Universal Coupler, enabling their use on all shield-carrying BattleMechs.

- A BattleMech needs to have both upper-arm and lower-arm actuators to make effective use of a shield. Lacking either or having them damaged, will penalize ANY Piloting/Mech skill roll by 1 unless the shield is dropped.

- No more than one shield may be mounted on each arm. Shields may not be mounted on torsos, head, or legs. Quads cannot mount shields.





- Total shield(s) weight should not exceed one tenth (1/10) of the BattleMech's weight. For every successive 1/10 or fraction thereof, Piloting/Mech rolls are penalized by 1. In addition, past 1/10, the 'Mech will suffer from loss of MPs: -3 MPs or half its walking speed, whichever is less.

## Shield Use

When a BattleMech is equipped with a shield, the following rules apply in all combat situations.

- A shield can be used either in a passive or active way. Passive shield parry assumes that the pilot still concentrates on fighting. Active shield parry allows for more defense, at the cost of all offensive actions.
- The player receives a number of parries per turn equal to his Piloting/Mech quality. The table below summarizes. The first number is for passive parry, the second for active.

Pilot Quality	Piloting Base	Shield Parries
Green	6 or more	1 / 2
Regular	4-5	1 / 3
Veteran	3	2 / 3
Elite	2 or less	2 / 4

## Notes:

- Passive shield parry allows the pilot to fire weapons and engage in physical combat. Active shield parry DOES NOT.
- The number of shields present DOES NOT increase the number of parries available to the pilot.
- When parrying, the pilot can decide which shield he's using if the 'Mech has two of them.
- To use the shield against an incoming attack, the player must declare his intention after he hears of the particular attack(s) in the Declaration Phase. If the player wishes to withhold a parry for the Physical Phase, he must declare it after all attacks have been declared in the Declaration Phase.
- The player rolls a Piloting/Mech skill roll to "parry" the incoming attack. All Piloting rolls modifiers are effective.
- Shields can be used to parry attacks from the front, left and right arcs. Torso twisting will modify these arcs as per the rules. Shields can also be used against attacks from the top, even if they enter through the rear arc. (See strafing rules below.)
- The 'Mech's shield-carrying arm is automatically protected at all times, except for attacks from the opposite side arc. Any damage that would go to the arms is first taken off the shield.
- Excess damage to the shield transfers to the shield-carrying arm.

- If the shield armor is breached and the shield internal structure is hit, there is a chance for criticals. Roll for number of criticals. Roll another 1D6; if the value is under or equal to the number of criticals, the shield connection is broken. A roll of 12 is assumed to be a shield destroyed AND a transfer of a single critical on the arm.
- The weapons of a shield carrying arm cannot be fired if the shield is to be used.
- If the shield is used as a weapon, treat the attack as a normal punch but divide the damage in two even groups to represent the greater contact area. Because of the additional mass involved in the punch, the target 'Mech must make a Piloting Roll to remain standing if hit by the shield.
- If the BattleMech suffers shoulder damage or if the adjacent torso is destroyed, the shield becomes unusable.
- Shields can be used against both direct and indirect artillery and strafing runs. Direct artillery attacks are resolved the same way as any regular weapon attack. When the incoming attack is indirect, the pilot suffers a +2 penalty to his roll. Against strafing runs, the pilot can declare that he is shielding himself INSTEAD of firing back. The shield will absorb as much of the incoming damage as possible. All these attacks reduce the pilot's shield use to a single action.
- Inferno attacks and conflagration (napalm) artillery rounds that are intercepted have their effects reduced by half, rounded down.
- When the shield intercepts fire by a Gauss Rifle or Gauss artillery, there is a chance that the damage will crystallize the metal structure and the shield will buckle. On a roll of 1 on 1D6, the shield cracks, losing half of its damage absorption on top of the damage done by the Gauss weapon.
- When the shield intercepts fire from advanced warhead missiles, artillery and advanced ammunition not covered by these rules, the players should agree on a plausible outcome and stick to the agreement for the rest of the game. The standard approach is to assume that the shield's armor and internal structure suffer the same fate as the 'Mech would.

## Shield Availability

The Federated Suns side of the Federated Commonwealth is the sole user of the shield as of 3055. Team Banzai freely distributes the specifications for the 'Mech-shield coupler and they sell specifications and blueprints for shields. The price for mercenaries is 5 M C-Bills per blueprint, 50 M C-Bills per government or company. So far, only Wolf's Dragoons are known to have bought a copy.

## Shield Cost and Maintenance

A shield's Combat Value is twice the total Combat Value of its Endo Steel internal structure and the Ferro-Aluminum armor on top of it. Endo Steel counts for 2 Combat Value per point of internal and Ferro-Aluminum counts for 1 per point. Double this total to find the shield's total Combat Value.

## Shield cost:

- 5,000 C-bills for shield coupler
- 10,000 C-bills Base shield cost
- 1,600 C-bills per 0.5 ton of Endo Steel Internal Structure
- 20,000 C-bills per ton of Ferro-Aluminum Armor.

## HISTORICAL NOTES

The shield-equipped *Watchman II* (see page 36 for more information about this new machine) is expected to be ready for the anniversary of the Federated Commonwealth. Observers note that the design may appear much earlier if the political situation worsens. The 'Mech is slated to be built at Valiant System on Robinson, Achenar BattleMechs on New Avalon and Johnston Industries on New Syrtis. The total output in a single year is expected to exceed 80 *Watchman II*s from the combined factories.

The *Watchman II* is equipped with the older Beagle Active Probe, as Bloodhound units are being incorporated into newer 'Mechs. The ChisComp 43 Special Large Laser was replaced on the new model with the ChisComp 78 Extended range model. Refitted *Watchmans* will still maintain the older laser to keep cost of upgrades lower. The SperryBrowning MGs were replaced by the new Valiant SureHit Streak-2. The launcher is in the left torso and it is usually armed with AP (Anti-Personnel) warheads. Finally, the two ChisComp 39 lasers were placed into the right torso, to allow their fire while the 'Mech is using its shield. Although the refitted *Watchmans* are going to include the same set of weaponry, the *Watchman II* has a more distinct image, something designers were looking forward to.

Only one other FedCom designs has been seen with the shield in place. The Top Secret SWRD-2X *Swordsman* has been spotted around NAIS testing grounds, but information on this 'Mech is scarce.

Wolf's Dragoons's Zeta Battalion has recently been seen in action on the Clan front. A single picture of a *Daishi* Omnimech carrying a shield has set the R&D community afire. The picture confirms rumors that Team Banzai's first mercenary customer for the blueprint was none other than the Wolfpack.

## MOBILE SUIT MEKTON

by Robyn Paterson

Mekton is one of the best games on the North American market for simulating Mecha-Oriented Anime Series. Despite this, its compatibility with the genre it's supposed to support can range from perfect to mediocre, it all comes down to which show you're trying to use it for.

And, while Mekton obviously has been heavily influenced by the legendary but rarely seen over here, *Mobile Suit Gundam*, its simulation of that show is the best

example of one of the system's weak points. At least, as the rules are written.

Therefore, with our apologies to Mike Pondsmith, we would like to present an alternate set of modifications to the existing Mekton Techbook rules to make them more compatible with this legendary series.

Note! Before we begin, these rule changes will result in a potentially much more lethal game and should be carefully considered before being used. Also, they work well within their own context but could cause problems if used outside of it.

And now, without further ado, MS Mekton...

### It's All Relative...

In the Gundam world, spaceships (cruisers, corvettes and the like) are far larger than a Mobile Suit, and yet a single suit can take one of these giants down in the hands of a capable pilot. A scenario that simply does not work with the existing scaling rules, for what good is even a 10 Kill Beam Gun against 100 Kill Armor (not even taking Refined Armor into consideration!)

To solve this problem, we simply have to remember that everything is relative, in other words, while cruisers can take more damage because of their size, their armor isn't necessarily all that much greater (especially when it's been stated that Mobile Suits are as well armored as warships!)

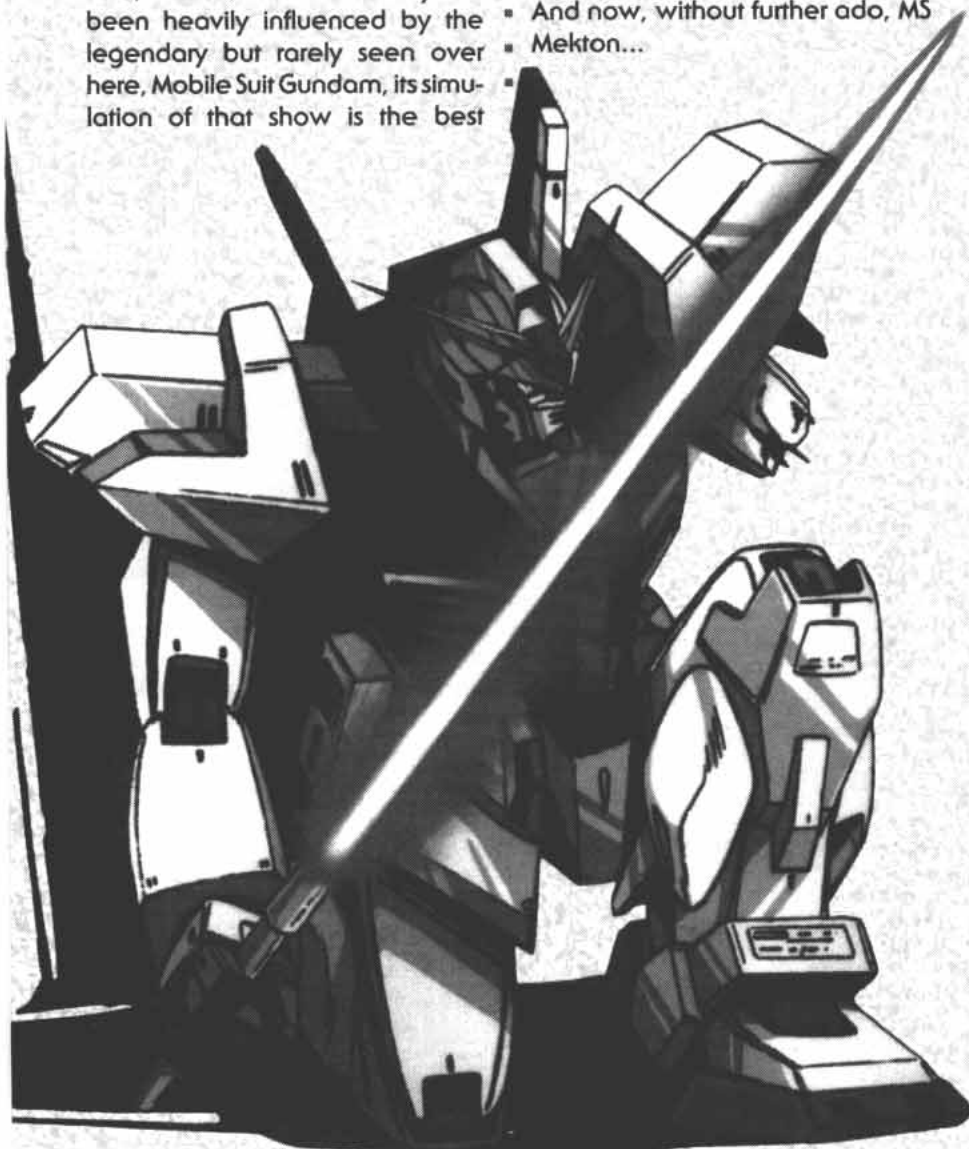
Therefore, the solution we propose to the problem is to simply take the Cost Point/Spaces Chart and use it as is, with Scaling reserved for other systems.

Let us demonstrate with the help of the first Mobile Suit, the Zak. As the Mekton rules are set up and presented, Mektons are built in the Heavy Striker to Light Heavy class. That's where all the examples given the books fall, and logically, that's what players' Meks are built in. It's simply seems to be the way things are intended to be.

This was presumably done for player character survivability. It allows even the lighter Meks to require at least two or three solid hits on the torso to go down. It makes combat less dangerous, and thus gives more opportunity for PCs to be heroic mecha studs (or studettes, as the case may be).

What we propose here is that we make Lightweight the average class a MS frame is built in. Most Mobile Suits will fall here, with few but the most heavy (the "O" from Zeta Gundam is an example) going up to the Medium Striker class.

Medium Striker to Light Heavy class will now become reserved for Mobile Armors and Corvettes. Anything from Medium Heavy to Mega Heavy becomes reserved for spaceships (there are no





"starships" in Gundam, as the name implies interstellar travel, of which there is none).

Similarly, Armor, which can still be no more than two levels above the servo it is armoring, is simply used as is. Although ships will have a larger gap between servo size and armor protection due to larger servos, we suggest a limit of 12 SP, and this is for the heavier battleships.

Of course, all powerplants will automatically have to be of the "Hot" type, for that exploding fireball effect so common in the anime series.

In Gundam, Mobile Suits carry "scaled down" versions of the same weapons that ships do, but they seem "scaled down" only in range. For example, the beam gun used by the RX-78 Gundam (the main mecha of the original series) does just as much damage as any comparable ship's beam gun, but with less range.

Therefore, here is a list of the modifications to be made to the scaling system, with omitted points remaining unchanged:

**Do not scale up on:** Servos, Armor, Refined Armor, Powerplants, Sensors, Mecha-Riders, Ground Movement, Flight Movement, Weapon Damage, Weapon Accuracy, Arioc-B, Beam Reduction, Beam Refract/Protection, Command Armor, Energy Pools, Jump Rockets, Shields, Techno-Organics, Teleporters.

We suggest that you not go beyond the x10 Scale; this is the scale that all Gundam ships (not mobile armor or suits) are built on. If you do go beyond that number, you're into bases and space stations, which are the only things that really warrant scaling their damage capacity in Gundam (although still not their armor).

Now, this creates one problem: as the rules are written, you'd need all your space to fit just one Mobile Suit in a spaceship hangar. So we do the simple thing, we use the "Starship Scale" when it comes to "Cockpit Space" on the scaling chart. This will provide enough internal space, as is needed.

## "Newtypes and the women who love them, on the next..."

Now for the other aspect that adds flavor to Gundam: the low-level psionics of those so-called Newtypes. In a setting where radar and radio are near-useless, being able to sense other people around you in space is a major advantage. Not only that, but Newtypes also have access to all sorts of gadgets that normals have a hellish time coping with, like the Psychommu system.

To simulate this, we present the following rules. First, use the Techbook psionics system; it works much better than the one in Mektron Empire and is more compatible with this setting. Next, put a cap of 20 on a character's psi-power, and allow only the following psionic abilities to be used: Telepathy, Empathy, Psi-Blast, Psi-Block and Danger Sensing. These are the only abilities that Newtypes have displayed, and thus the only ones that are appropriate here.

Add to this list, the following Alterations:

### Danger Sensing:

This skill also becomes a "Newtype Awareness" skill which can be used to sense the presence of other Newtypes within a radius of 50m times the character Psi Power. It tells only that there is another Newtype within that radius, and may hint at the power level of that Newtype. Psi Block can be used to shield against this power with the number of Psi skill levels in this skill that are active being subtracted from the detection roll. The "Danger Sensing" roll should be made by the GM when they feel it is need, and it is completely under the GM's control.

### Mecha Affinity:

A new psionic skill, this represents the often stated affinity Newtypes seem to have with machines as they keep using them. This skill must be developed for each specific machine and will only work with THAT machine, not even another of its type. (It's up to a GM to decide whether the skill is still applicable after the machine has undergone a refit.)

**Cost to Activate:** 1 point per skill level.

**Description:** This ability allows a Newtype to "expand their awareness" into their machine and thus improve their performance with that particular machine. For every two skill levels of this that the Newtype chooses to use (with a max of 10), this skill will add +1 to the pilot's Mecha Reflex and piloting skill roll only.

**Range:** Self only.

**Duration:** This "bond" will last for either 1 hour of time, or until the pilot leaves his machine, whichever is lowest.

### Special Rules:

This skill does not only apply to Mobile Suits, but to Mobile Armors and spaceships as well. For the latter, it applies only to the helmsman of the ship. This skill can be acquired normally as per psionic skills, but must be developed for each individual mecha the character pilots, and is lost if the mecha is destroyed. If the GM allows it, it can be developed more than once for different mecha that the character pilots. A Mecha need not be equipped with Thought Control systems for this skill to work, and it cannot be used with an Esper Lens. (Note: this skill CAN increase the MV of the PCs' mecha above zero.)

Only a Newtype pilot can use the following systems: Esper Lenses (obviously), Reflector Systems, Remote Units and Thought Control. To anyone else, these systems are completely useless as they represent advantages given by the Psychommu (Psychic Communication) system.

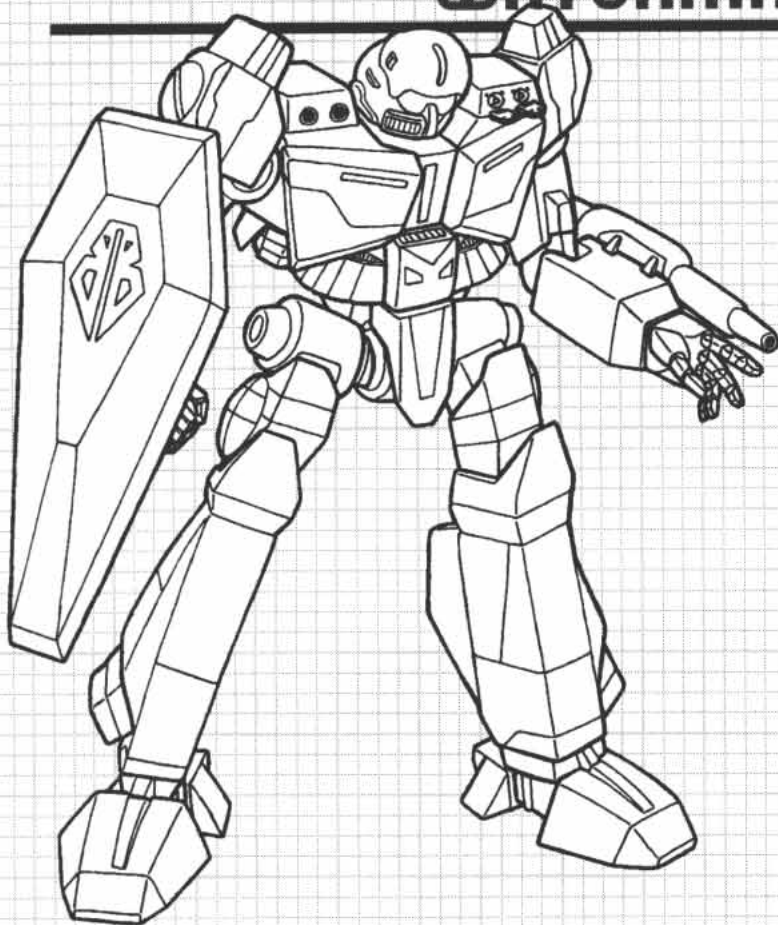
Now, how do you become a Newtype? The restrictions are the same as those given for Psionics in the Techbook, except there is no difference between males and females, both must roll a 10 during character creation to be one. (It is presumed the character is a natural Newtype; biosoldiers and artificial Newtypes are to be considered rare enough to be relegated to NPCs, usually villains).

**This concludes the first part of this article.**

**Additional discussions on combat rules, technology and continuity will be printed in the next issue of Mecha-Press. Don't miss it!**

WTC-5A

## WATCHMAN II



## TECHNICAL READOUT

By Stéphane Matis

Military dogma aside, when the shield was first proposed to the FedCom high command, only the most antagonistic Lyran Generals balked at it. Needing their votes to receive further founding, Project Red Umbrella was shot down. The Davion-Steiner tension was deep felt in the R&D community, where projects were being segregated one way or another. Unwilling to abide by the decision and unwilling to court only Davion support, Team Banzai self-funded the remainder and finished the prototypes by late 3054.

The new shields were then ready to be included on a testbed 'Mech. The *Watchman* was the only BattleMech that was being tested at the NAIS compounds at the time, so Team Banzai "borrowed" the sixth prototype and modified it for testing.

The WTC-4X6 *Watchman* was the talk of the R&D halls for six months before the Prince heard about it. On a short visit to New Avalon, to quiet complaints, the Prince made sure to visit the Banzai hangars. The WTC-4X6 caught his eye, even if the shield was not in place. After ten minutes of questions about the design, the Prince asked for a demonstration.

New Avalon's obstacle course proved no match for the WTC-4X6. The shield blocked many of the unavoidable shots, making the pilot's score outstanding. Before leaving for the front, the Prince contracted Team Banzai to update the *Watchman* design for the upcoming FedCom anniversary. The constraints put on the design were similar to its original: keep it simple and inexpensive! The prototype WTC-5X1 was nicknamed "*Le Petit Prince*".

## TECHNICAL READOUT

**Mass:** 40 Tons

**Chassis:** Dorwinion Standard-B

**Power Plant:** Nissan 200

**Cruising Speed:** 54.7 kph

**Maximum Speed:** 87.1 kph

**Jump Jets:** Hildco Model 12

**Jump Capacity:** 150 meters

**Armor:** Starshield A

**Armament:**

Two ChrisComp 39 Medium Lasers

One ChrisComp Extended Range Large Laser

One Team Banzai Shield

One Valiant SureHit Streak SRM-2

**Manufacturer:**

various

**Communication System:**

Archernar Electronics HICS-11

**Targeting and Tracking System:**

Federated Hunter

### TYPE: WTC-5A WATCHMAN II

Equipment:		Mass
Internal Structure:		4
Engine:	200	8.5
Walk:	5	
Run:	8	
Jump:	5	
Heat Sinks:	10 (20)	0
Gyro:		2
Cockpit:		3
Armor Factor:	136	8.5
	Internal Structure	Armor Value
Head:	3	8
Center Torso:	12	16/8
Rt./Lt. Torso:	10	14/6
Rt./Lt. Arm:	6	12
Rt./Lt. Leg:	10	20

### WEAPONS AND AMMO:

Type	Loc	Crit	Tonnage
ER Large Laser	LA	2	5
Beagle Active Probe	RT	2	1.5
Shield [8 int, 24 armor]	RA	1	0
Streak-2	LT	1	1.5
Ammo (AP-SRM)	LT	1	1
CASE	LT	1	0.5
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	0.5

### Cost & CV

• Prototype cost:	26,337,330 C-Bills
• Production cost:	1,975,300 C-Bills
• Combat Value:	3223



## ADAPTATION FOR MEKTON

By Robyn Paterson

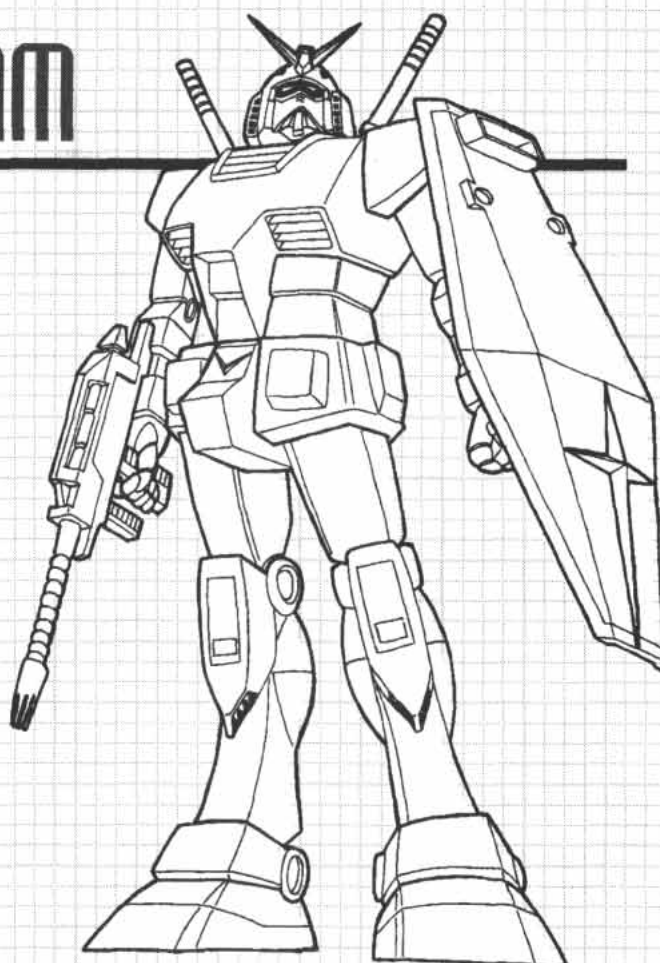
This month's Mekton adaptation is intended to showcase the Gundam rules presented in the adaptation article "Mekton Gundam". What better subject is there than the original RX-78 Gundam itself?

Since the article is a two-part presentation, some of the items in the stats below (such as the Core Block System) will not make any sense. These will be fully explained in the second and final part of "Mekton Gundam" in Mecha-Press #11. This design uses the standard Mekton rules for everything else; you won't need the alternative Mecha-Press rule set.

The Gundam seems fairly fragile at first glance, yet this is quite normal in the Gundam universe. If you wish to battle against machines from another series, better beware!

We didn't include the full weapon complement due to a lack of space. It would be easy, however, to design the hyper-bazooka or the various hand weapons. Just remember to balance the space requirement, and you will have a fairly accurate representation of a famous anime mecha.

## RX-78 GUNDAM



**Name:** RX-78 Gundam  
**Tonnage:** 58.15  
**Pilot Name:** Amuro Rey

**Ground MA:** 6  
**Flight MA:** 18  
**Maneuver Value:** -3

**Actions Bonus:** 0  
**Scale:** 1/1  
**CPs:** 175

### COMPONENTS

Servo Location	Level	Kills	Armor	Type	SP
Torso	LW	4	MS	Standard	4
Head	LW	2	S	Standard	3
R&L Arms	LW	3	S	Standard	3
R&L Legs	LW	3	S	Standard	3
-	-	-	-	-	-
-	-	-	-	-	-
Powerplant	HS	1	-	Fragile	-
Hydraulics	-	8	-	Standard	-

### EQUIPMENT

Name	Kills	Game effects
Env. Pr.	-	Space Protection
Core Block	-	Core Block Fighter System
Links	-	Linked Head Cannons
Efficiency	-	For M. Verniers and Core Block Systems
M. Verniers	-	+2 MV
Thrusters	24	2 Torso, 3 R&L Legs Spaces
-	-	-

### WEAPONS

Name	WA	Range	Kills/Dam	Shots	Loc	Special
Beam Gun	+1	8	8/8	10	RH	-
Beam Sabre	+1	Melee	6/2	inf.	RH	-
Beam Sabre	+1	Melee	6/2	inf.	LH	-
60mm Cannon	0	6	1/1	-	Head	Autofire BV: 3
Ammo (H.E.)	-	-	-	10	Torso	-
60mm Cannon	0	6	1/1	-	Head	Autofire BV: 3
Ammo (H.E.)	-	-	-	10	Torso	-
Shield	-	-	1/1	-	RA/LA	Quick, Handy

### SENSORS

Type	Kills	Range	Comm	Loc
S	1	4 Km	800 Km	Head
SL	1	1 Km	300 Km	Torso

### COMMENTS

This design uses standard Mekton II rules modified with the Mekton Gundam article.

## MECHA!®

## 2ND EDITION

## PLAYTEST



## RULES

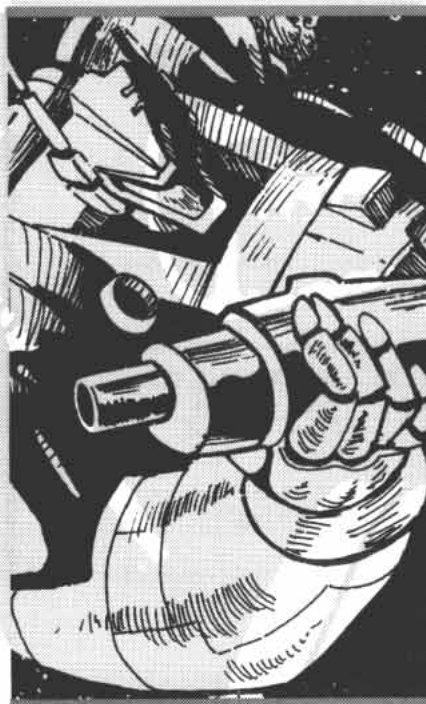
By the Seventh Street Games Staff

This article is a preview of what our second edition of *Mecha!* might look like. We say *might* because we want to know what you think. We hope that a great many of you will try these rules and write to let us know what you think. After all, this is to be your game.

This article consists only of the construction system and weapon tool kit—assume that all other rules are the same as first edition *Mecha!*. If you wish to write us, our address is at the end of this article.

### Size

When building a Mecha, you first need to determine what size you want it to be. There are five classes (plus *Drone*, which will be covered at another time). The class deter-



mines how many points may be spent on your mecha. In addition, this point total determines the cost of several of the mecha's components.

Classes Max	SI	Point Total
Ultra-Light (UL)	10	200
Light (LT)	15	400
Medium (MD)	20	600
Heavy (HV)	25	800
Super-Heavy (SH)	30	1000

### Configuration

Every mecha has at least one configuration, and may have the capacity to transform to one or both of the others. These configurations are as follows:

**Humanoid:** This configuration allows all movement modes, but action point (AP) costs for all movement are doubled. Only humanoids can use punch, kick, shieldblock, grapple, hand weapon, energy weapon, or use oversized weapons. Dodging while airborne costs double AP.

**Surface:** This configuration allows ground and skim movement modes. Regular Shield and Heavy Shield, if purchased, protect only in the front 120°, but always act as a shieldblock within that arc. Dodge costs double AP at all times. The penalty for firing a ranged weapon beyond maximum range is only -1 per 10" (instead of -3 per 10").

**Aerospace:** This configuration allows flight. Dodge adds +4 to the defensive roll, instead of +3.

**COST:** Each configuration costs 5% of the point total. At least one is required.

### Power Systems

**System Integrity (SI):** These points represent the mecha's power plant. Each provides one action point per turn.

Action points may be spent on actions, or on recharging power cells. Unspent AP are lost when the mecha repowers at the start of its next reaction moment. If a mecha has lost all its SI, it is immobilized and may take no further actions, even if it has AP remaining. (Note maximums for this under *Classes*.)

**COST:** 5 per SI

**Power Cells:** These allow power to be stored and used on a later turn. Each cell stores one AP and requires two AP to recharge. All cells start the game charged. A mecha may have a maximum of as many power cells as it has system integrity.

**COST:** 3 per Power Cell

### Defensive Systems

**Regular Armor:** One die of protection, each.

**COST:** 20 per die

**Ablative Armor:** One die of protection, each. Also, any crit that destroys ablative armor does not inflict a special effect. A mecha may have no more ablative armor than it does regular armor. Humanoid and aerospace mecha may only have ablative armor if they are Heavy or Super-Heavy.

**COST:** 30 per die

**Regular Shield:** One die of protection to the front 180°. Allows *shieldblock* maneuver which stops one additional die and negates one critical.

**COST:** 30

**Heavy Shield:** Acts as two dice of protection and negates one critical to the front 180°. Allows *shieldblock* maneuver which stops one additional die and negates one more critical. May only be carried by Heavy or Super-Heavy mecha.

**COST:** 60

**Armor Type:** One armor type must be chosen if you are using weapon vs. armor interaction rules. The choices are Impervium (I), Ceramite (C), and Krysteel (K). Armor selection is the same for all available armor (regular, ablative, and shields).

**COST:** Free

**Force Screen:** Allows action points to be spent to stop damage. One AP stops one point of damage and every six points also stops a critical. A force screen offers 360° protection.

**COST:** 5% of total points

**Force Shield:** Allows action points to be spent to stop damage. One AP stops one point of damage, every six points also stops a crit. This protects *only* the front 180° of the machine.

**COST:** 3% of total points

**NOTE:** The *Armor Total* of a mecha is equal to:

regular + ablative armor dice + (add one if it has a regular shield) + (add two if it has a heavy shield)

This total is used in purchasing movement systems, and is used extensively during play when using hand-to-hand options.



## Motive Systems

**Distance Limit (DL):** There are actually three different DLs; *Ground*, *Skim*, and *Flight*. This is the maximum distance the mecha *can* move in one turn. These may be set at any level as long as the mecha has the proper configuration to use them, and enough power to use them. Therefore, you could *not* create an aerospace mecha with 200" of ground movement and only 5 SI, since an aerospace mecha cannot use ground movement and it could not (usually) move 200" with only 5 SI. The highest single DL a mecha has determines its *Reaction Moment* (RM).

**COST:** (total of all DLs) / 2 x Armor Total

**Action Point Ratio (AP ratio):** These ratios (one for each movement method), determine how many inches of the mecha's distance limit can be traversed for every action point spent on movement. Thus a flight AP ratio of 5" per AP allows the mecha to fly 5" for every action point, up to the flight DL. Note that the actual AP ratio is equal to the purchased AP ratio *minus* the mecha's armor total. Thus if a mecha with an armor total of 5 purchased 8" of ground AP ratio and 10" of flight AP ratio, the actual ratios would be 3" per AP on the ground, and 5" per AP in flight. All mecha are required to have positive AP ratios for each movement method they have.

**COST:** 3 per 1" of ground, 2 per 1" of skim, 1 per 1" of flight.

**Turn Allocations:** This indicates how many turns of up to 60° the mecha may make during its turn. Each configuration purchased has a base number of turn allocations for free. Additional turn allocations must be purchased separately for each configuration. The base number of allocations is shown in brackets on the spec sheet. If turn allocations are purchased for more than one configuration, then the mecha is assumed to be transformable.

**COST:** 5% of total points per additional allocation.

**Boosters:** Boosters are single-use movement systems that add to a mecha's existing DL. When triggered, the mecha may move normally, according to its DL and AP ratio, and may also move an additional amount *up* to the booster number, in inches, for no additional AP. This system can only be used once per battle, so if only part of the booster distance is used on its initial discharge, then the remainder of the distance is lost.

**COST:** (booster number x armor total)/8

## Ranged Weapon Systems

Ranged weapons are designed individually — you are not forced to use weapons from some standardized list. This allows you to customize the exact weapon system that you want.



**Weapon type:** One weapon type must be chosen if you are using weapon vs. armor interaction rules. The choices are Projectile (P), EMR (E), Blaster (B), Force (F), and Chemical (C).

**COST:** Free

**Damage:** This is the number of dice of damage inflicted by a successful hit.

DAMAGE	COST
1d6	6
2d6	9
3d6	15
4d6	24
5d6	36
6d6	51
7d6	69
8d6	84
9d6	108
10d6	135

**Range:** This is the maximum effective range of the weapon. The weapon is at +2 to hit if used at one-half this range or less, and is -3 to hit for every 10" or part thereof that the target is beyond that maximum range. Weapons with a maximum range of 30" inches or less may be used in hand-to-hand combat. All weapons begin the game with an initial range of 0".

**COST:** 1 per 1"

**NOTE:** The cost for damage plus range is the *basic cost* of the weapon, which is modified by the following multipliers. After each step the result is called the *current cost*.

**Rate of Fire (ROF):** This is normally "1". If it is greater than one, the weapon may be fired more than once per turn. Action points must still be spent, or ammo checks must be made, for each shot.

**COST:** basic cost x [1+(additional ROF x 1.2)]

**Oversized:** This means the weapon is large or bulky, like a lance or bazooka. A mecha carrying an oversized weapon cannot perform any hand-to-hand options, including dodge and shieldblock. The weapon must be discarded if such maneuvers become necessary, and it is assumed to immediately self-destruct.

**COST:** current cost x 0.6

**Battery:** A battery of weapons is several weapons all firing simultaneously at a single target, such as a double-barrel shotgun or the wing guns on an aerospace fighter. A mecha may choose to only fire some of the guns in the battery, but those that fire must fire at a single target at the same time. AP must be spent for each gun fired. If ammo-fed, one roll is made for the whole battery, possibly jamming the whole battery, even if only one gun is fired.

**COST:** current cost x number of guns in the battery



**Burst:** A burst weapon causes an explosion on impact. This is treated like any other explosion in *Mecha!*, doing full damage within one inch of the target, and decreasing in strength by 1d6 for every inch away. For burst weapons, misses against airborne targets do not cause an explosion but cause damage normally, while misses against ground targets deviate, then explode normally, often catching the original target in a somewhat weakened blast.

**COST:** current cost x 2

**Ammo Fed:** These weapons use ammunition which occasionally runs out or jams. Each ammo-fed weapon has an ammo number that determines its cost. After every shot, this number or lower must be rolled on a d10. Failure to do so means that the weapon is jammed and may not be used again until cleared on the next or following turns. Clearing a weapon means that one crew (not a computer assist), spends one ranged fire action trying to clear the weapon, instead of firing a ranged weapon. The weapon is successfully cleared if the ammo number or lower is then rolled, otherwise it remains jammed. The crew can continue trying to clear it over several turns, but only one crew can try for each jammed weapon.

Ammo	COST
8	current cost x 1.4
6	current cost x 1
4	current cost x 0.6
2	current cost x 0.4
1	current cost x 0.3

The primary advantage of ammo fed weapons is that they require *no action points* to fire.

## Crew Systems

**Crew:** One crew is required at a minimum to operate a mecha. Each crew may make one missile attack *and* either one hand-to-hand attack or one ranged attack each turn. Whenever a mecha is hit by an attack, each crew must roll a "10" or less on a d10 to avoid being stunned, with +1 to the roll for every crit inflicted by the attack (including those that hit ablative armor, but ignoring those stopped by force defenses and shields). Each stunned crew loses one turn's worth of actions, including all attacks, and all movement is lost if the pilot is stunned. These lost actions occur on the current turn if they have not acted, otherwise they occur on the next turn. Note that unless an attack causes a critical hit, there is no chance of the crew becoming stunned.

**COST:** 30 per crew

**Computer Assist:** This represents computerized systems that assist the crew by automatically tracking and firing upon designated targets. Each computer assist acts like an additional crew for making missile and ranged attacks. They may not make hand-to-hand attacks, or clear jammed weapons, or pilot the mecha. They cannot be stunned, but there must be at least one unstunned crew to give instructions or the computer assists will do nothing.

**COST:** 20 per computer

## Hand-to-hand Systems

**Hand-to-Hand Options:** These are relatively unchanged from the original rules. *Shieldblock* is free if the mecha has a regular or heavy shield. *Charge* is always free. *Punch* is no longer required in order to use a melee or energy weapon.

**COST:** Except for shieldblock and charge (which are free), the cost for each option is equal to the armor total of the mecha.

**Melee Weapon:** These are unchanged from the original rules. Damage is equal to the armor total of the mecha.

**COST:** armor total x 3

**Energy Weapon:** These are unchanged from the original rules. Damage is equal to the armor total of the mecha.

**COST:** armor total x 3

## Missile Systems

Missile rules have been revised to include five types of missiles:

**Regular:** These are unchanged from the original rules.

**EMP:** These are used like regular missiles, but roll d10 instead of d6 for damage. After armor, force

defenses, etc., the "damage" shows how many action points are lost by the target. This will drain current AP, then power cells, then cause "negative AP" which must be bought off next turn (when the mecha replenishes its energy from its SI reserve), before the target can act. EMP missiles never crit, and may not barrage.

**Ripper:** These are used like regular missiles, but crit on a 5-6. They may not barrage.

**Prox:** These are proximity fused. They may *only* be fired as a barrage. The player firing Prox missiles may alter each deviation roll by one.

**CM:** These are counter-missile, or anti-missile missiles. They may only be fired defensively. Each CM missile destroys *two* attacking missiles.

Regular, EMP, and Ripper missiles may be combined to create a mixed missile attack. Prox missiles may only be fired with other Prox missiles. When mixed attacks are fired, the attacker declares in what order the missiles are fired. Defensive missile and defensive ranged fire eliminate missiles in the declared order. Then the surviving missiles hit in equal salvos of five or less, in the order declared, with each type of missile attack being resolved in separate salvos.

Only Regular and CM missiles may be fired defensively.

Barrage attacks consist of firing missiles at an area or terrain feature. Any mecha within 10" of the target point may defensively fire missiles at the incoming barrage, but each defensively-fired missile only hits on a 1-4 on a d6 roll. Then the attacking missiles are divided into equal salvos of five or less, each salvo deviates separately, and they explode. A five missile salvo does 5d6 within 1" of the impact point, 4d6 out to 2", etc.

**Bays:** These are unchanged from the original rules. Ten missiles is the maximum for one bay. Missile types may not be mixed within a bay.

**COST:** 5+ (2 per ripper missile) or (1 for any other missile)

**Pods:** These are unchanged from the original rules. Missile types may not be mixed within a pod. The maximum number of pods a mecha may be outfitted with is twice the armor total.

**COST:** 4 each, or 8 each for pods of ripper missiles.

## Conclusion

Well, that's it. We hope you like these rules, but more importantly we hope you will tell us what you think of these rules. Write to us at: Seventh Street Games, P.O. Box 720791, San Jose, CA 95172-0791.

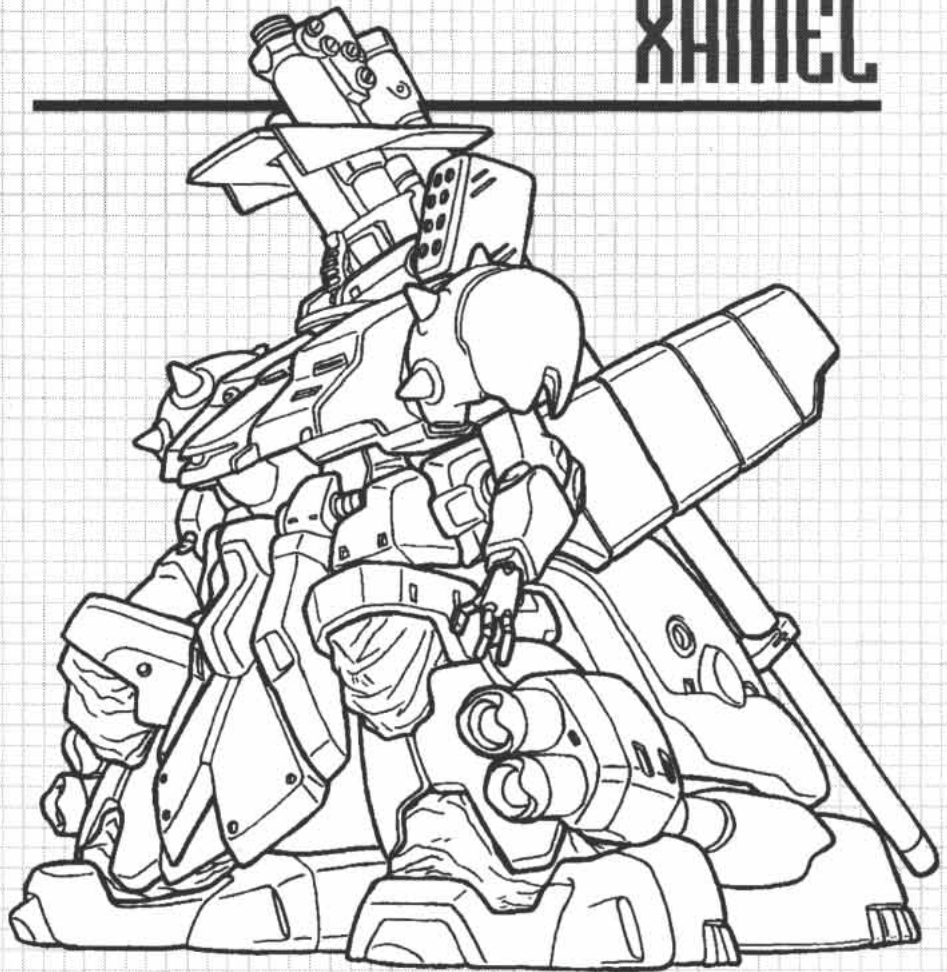


# ADAPTATION FOR MECHA!

**By Marc-Alexandre Vézina**

This issue's Mecha! adaption is actually a testbed for the second edition construction rule set. It features many of the newly introduced systems such as ammo-fed weaponry and proximity missiles.

As such, the Xamel is a bit unbalanced. With only eight missiles and one main weapon, it is not very versatile. You may find that having two crewmen is very useful for clearing all these ammo misfeeds (they're bound to happen with the low reliance number of the 20 mm cannon). Use the long range of the main gun wisely; even if you miss, the burst should take out some of the enemy's forces. You have plenty of energy (beside, you don't need it for the guns), so move around a lot and don't be afraid to take some damage. With 6 dice of armor, it is unlikely you'll get hurt.



VEHICLE NAME:	YMS-16M XAMEL	Class:	S-HEAVY
PRIMARY CONFIGURATION:	HUMANOID	Point Value:	1000

System Integrity:	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
-------------------	--

**WEAPONS / BATTERIES:**

	Description	Damage	Range	ROF	# in Battery	Over.	Burst	Ammo	Type
W1	680mm	5D6	150"	1	1	N	Y	8	P
W2	20mm	1D6	6"	3	1	N	N	4	P
W3	-	-	-	-	-				
W4	-	-	-	-	-				
W5	-	-	-	-	-				

Hand Weapon: N Hand-to-Hand Options: P G

Energy Weapon:	N	C	D
----------------	---	---	---

**MISSILES:**

Bays	#	Type	# Used	Type	#	# Used
#1	8	Prox	-	Reg	-	-
#2	-	-	-	Emp	-	-
#3	-	-	-	Rip	-	-
#4	-	-	-	Prox	-	-
#5	-	-	-	Def	-	-



JAM INC.

## WE'VE CHANGED THE RULES ....

Now there's a way to order the super hot models you want and get them quickly at unheard of low prices. Now there's JAM.

JAM has models available right now from Bandai, Max Factory, Billiken, Kaiyodo and many others. We carry the Live Action Series hits like Solbrain, Kamen Rider and even have Super Deformed Gundam and BB Warriors, the ultimate collector models! Favorites like Godzilla, Ultraman, Guyver and Gundam Series are also available.

Need modeling supplies? We carry a wide assortment of paints, putties and other modeling accessories.

We also sell videos from Streamline, U.S. Manga Corps., U.S. Renditions and Animeigo from \$12.95 to \$30.95.

**FIRST CLASS PRODUCTS AT FANTASTIC PRICES!**

### HERE'S HOW TO ORDER

For check/money order: enclose with detailed description of product(s), your name, address and phone and mail to address listed below.

For VISA, MasterCard: enclose with detailed description of product(s), your name, address and phone, card # and expiration date and mail or FAX to address listed below.

Credit cards are not billed until product is shipped.

#### Shipping:

Models: Total purchase under \$20.00, add \$3.00 shipping/handling.

Total purchase over \$21.00, FREE SHIPPING!

Videos: Total purchase under \$25.00, add \$3.00 shipping/handling.

Total purchase over \$26.00, FREE SHIPPING!

Model and Video Combination: Total purchase under \$35.00, add \$3.00 shipping/handling.

Total purchase over \$36.00, FREE SHIPPING!

Please Note: Overnight shipping available at extra charge.

Sales Tax: Please add where applicable.

Special orders are welcome - just write, phone, or FAX us!

**Note: All items subject to availability. Prices subject to change. We are not responsible for any injuries or property damage involving the products we sell. Please exercise care in using our products. A safe consumer is a happy consumer!**

SOFT VINYL	ONLY
Godzilla (from Godzilla v. King Ghidra) ....	24.20
Gamera .....	18.00
Megallon .....	18.00
King Ghidor .....	30.00
Bandai Ultraman Great (as seen on TV) ....	9.00
Bandai Ultraman Monsters most .....	9.00
Billiken Ultraman Type C ....	37.80
Max Factory	
Guyver I ....	21.50
Guyver III ...	25.60
Galient ....	49.30
Godzilla ....	63.70
PLASTIC KITS	
Gundam F91 Series	
Mobile Suit RGM-111 Hardy Gun .....	15.00
Mobile Suit F71 G-Cannon .....	12.00
Gundam 0083 Stardust Memory Series	
Gundam GP01 Full Burner .....	15.00
Gundam F90 Series	
Gundam F90 L Type ...	22.70
ZZ Gundam Series	
ZZ Gundam MSZ-010 Full Action ....	33.30
Super Deformed Models as low as ....	4.50

Order JAM's complete catalog for \$3.00, refundable with first order!

**GUARANTEED DELIVERY OF IN-STOCK ITEMS  
WITHIN 15 DAYS FOR ENTIRE CONTINENTAL U.S.A.**



**JAM, Inc.**  
Rt. 1, Box 742  
Brogue, Pennsylvania 17309  
1-800-851-8309  
717-927-9787  
24 hour - FAX: 717-927-6538

**Talk to us in person! Mon. - Fri. - 9 a.m. - 8 p.m.  
Sat. - 10 a.m. - 4 p.m.**



SUBSCRIBE TO

# PROTOCOLTURE ADDICTS



## THE ANIME & MANGA MAGAZINE

Discover the world of Japanese animation  
& comics through interviews with their creators,  
synopses, reviews of the latest releases,  
and news on upcoming products.  
More pages! More anime! More pictures!

6 issues/year: \$24.



## & MECHA-PRESS!



## THE ANIME MODEL & GAME MAGAZINE

Everything you need to know about mecha:  
how to use them in gaming,  
how to enjoy them in modeling,  
and full details on their  
original animations.  
Now with more pages!

6 issues/year: \$36.



I WANT TO SUBSCRIBE TO: ☐ P.A.: \$24 ☐ M.P.: \$36

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

USA and OVERSEAS subscriptions must be in U.S. currency  
Canadians must add GST (7%) -- For overseas subscriptions add \$6  
Checks or money-orders must be drawn to:  
lanus Publications, Inc.  
2360 de LaSalle Ave., #211, Montreal, Qc., Canada, H1V 2L1.





## LET MEGATECH SATISFY YOUR MOST PRIMAL DESIRES.

You've played action games. And scanned graphics files. Now experience the voluptuous women and hot, steamy action of Japanese Anime, with Megatech's bold PCM 6-track stereo sound and vibrant graphics hand-sculpted for your PC. You'll know why the Japanese sent us cars and VCRs. But kept the software for themselves.

### COBRA MISSION



Live out your wildest fantasies saving dames from vicious thugs. Can you help it if they've got a thing for gumshoes?

### DRAGON KNIGHT



Fight to stay alive in this mythical land of spirits, warriors and lovely maidens. Will you know what's real?

### METALFACE THE BATTLE OF THE ROBO BABES



Arcade-style adventure with futuristic female hard bodies fighting to the finish. Hot action in more ways than one.

Available now at your nearest dealer or call 1-800-258-MEGA. Or write: Megatech, P.O. Box 11333, Torrance, CA 90510 Visa, MasterCard, checks accepted.

**NR-18**

These games are not for the faint-hearted. Contains violence and some material inappropriate for minors.

NOT RECOMMENDED FOR PLAYERS UNDER 18.

None of the games developed by Megatech Software has been rated by the MPAA.

For a free demo, call our 24hr. BBS at 310-539-7739. (8n1)

**MEGATECH**